

THE OFFICIAL GUIDE FROM **NINTENDO POWER**

NINTENDO  **DS**™

MARIO & LUIGI™

PARTNERS IN TIME



THE OFFICIAL
Nintendo®
PLAYER'S GUIDE

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T. Kimishima

Associate Publisher
Yoshio Tsuboike

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Copy Editor
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MARIO & LUIGI PARTNERS IN TIME™



Official Nintendo Player's Guide

Contents

Cast & Controls: Time Travel 101 ... 2

Time to Take Action 4

Tools for Time Travelers 6

How to Use the Walk-through 10

Galactic Blast from the Past 12

Peach's Castle
Holljoll Village
Kooopa Cruiser
Bowser's Castle

Trouble in Toadwood Forest 22

Peach's Castle
Toadwood Forest
Vim Factory

Into the Belly of the Beast 32

Peach's Castle
Yoshi's Island
YooB's Belly

Danger in the Desert 43

Peach's Castle
Gritzy Desert
Gritzy Caves

Explosive Expedition 54

Peach's Castle
Thwomp Volcano Outside
Thwomp Volcano Inside

Reach for the Stars 67

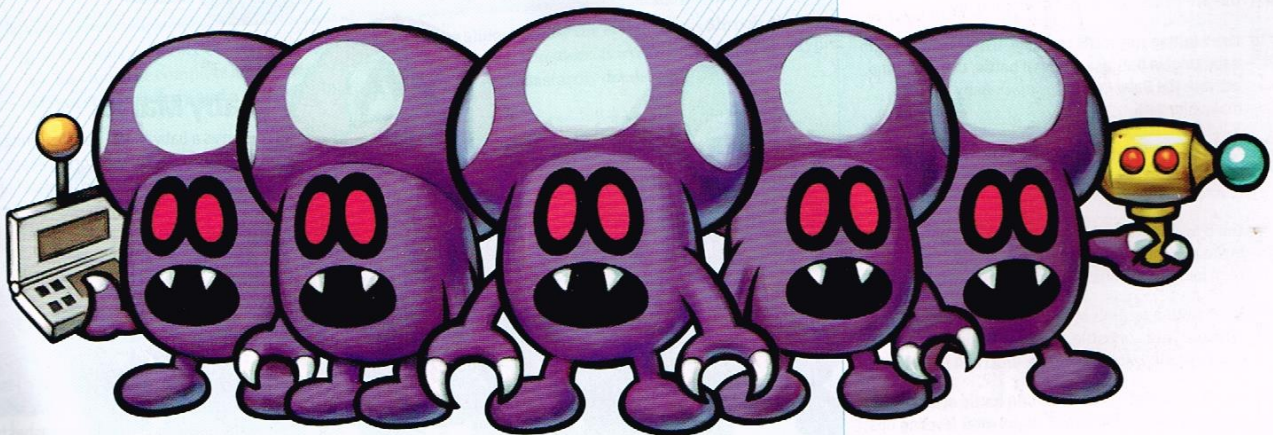
Shroob Mother Ship
Toad Town
Star Hill
Star Temple

The Taming of the Shroobs 80

Peach's Castle (Present)
Peach's Castle (Past)
Final Battle

Close Encounters of the Shroob Kind!

From the depths of space they have come . . . purple, mushroom-shaped and creepy. They are the Shroobs. These invaders intend to make the Mushroom Kingdom of the past their new home. Only by traveling back in time and joining up with their baby selves can Mario and Luigi rescue Princess Peach and thwart the aliens' plans.

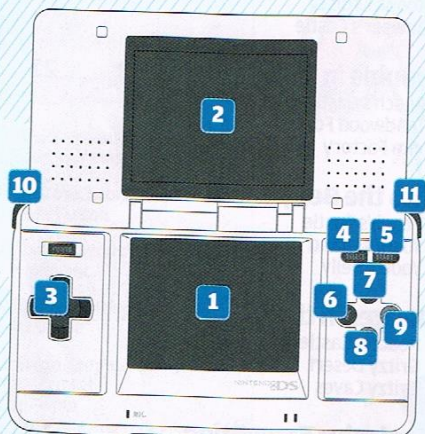


Cast & Controls: Time Travel 101

Before you begin your epic adventure, get acquainted with the controls and the characters you'll encounter.



Controls



- 1** Most activities in Mario & Luigi: Partners in Time take place on the lower screen, including combat and the majority of exploration.
- 2** The upper screen displays important information such as a map, the babies' activities when they're on their own, or the upper portion of the battlefield.
- 3** Use the Control Pad to move the characters around when you're exploring, to select commands in battle, or to choose items when you're viewing a menu.
- 4** The Select Button is not used in Mario & Luigi: Partners in Time.
- 5** Use the Start Button to open up Stuffwell, where you can use items, check equipment and more.
- 6** The Y Button controls Baby Luigi. Use it to attack with Baby Luigi in battle; outside of battle, use it to jump, activate the Baby Drill or to smack Baby Mario to make him spit.
- 7** The X Button controls Baby Mario. Press it in battle to make Baby Mario attack, or press it outside of battle to jump or swing a hammer.
- 8** The B Button controls Luigi. Pressing it in battle will make Luigi attack. Outside of battle, use it to make Luigi jump or to initiate the spin jump with Mario.
- 9** The A Button controls Mario. In battle, it makes Mario attack. Outside of battle, it makes Mario jump or team up with Luigi to use their Bros. Ball move.
- 10** Use the L Button to cancel certain battle actions or to cancel out of the stat bonus wheel after leveling up.
- 11** Pressing the R Button changes the brothers' commands from jumping to special moves.

Partners in Time

After saving the Beanbean Kingdom, defeating Cackletta and restoring Princess Peach's voice in Mario & Luigi: Superstar Saga, the Mario Bros. have been enjoying some well-earned rest. They were recently invited to Peach's Castle to witness the unveiling of Professor E. Gadd's new time machine. Little do the brothers know that the time machine will be the catalyst for a whole new adventure that brings them face to face with their younger selves.

Mario

Mario is recognized throughout the Mushroom Kingdom for his many heroic exploits as well as his well-groomed mustache. When Princess Peach doesn't return in the time machine, the pasta-loving plumber is ready to come to her rescue.

Luigi

Even though he's just as capable as his brother Mario, Luigi never quite gets the respect he deserves. Luigi might not be as courageous as his bro, but without Luigi, Mario wouldn't stand a chance against the Shroobs.



Baby Mario

Even as a baby, Mario was thwarting Bowser and rescuing Princess Peach. Though he's not as strong as his adult self, Baby Mario can go places bigger folks can't. He specializes in smashing things with his hammer and spitting water.

Baby Luigi

Baby Luigi has a strange sense of humor. He seems to take great pleasure in seeing his adult self get hit on the head, and he regularly bashes his brother on the noggin with a hammer—fair enough considering all the abuse he'll take from Mario later.



Other Familiar Faces

A visit to the Mushroom Kingdom wouldn't be complete without appearances by some of its most prominent citizens.

Princess Peach

As usual, Princess Peach is in a mess of trouble. After Professor E. Gadd creates a time machine, Princess Peach is all too eager to head into the Mushroom Kingdom's past. Unfortunately, she arrives during the middle of an alien invasion and gets herself kidnapped.

Baby Princess Peach

Without Baby Mario or Baby Luigi around to play with, the younger version of Princess Peach is somewhat of a crybaby. She'll start bawling unless she's entertained, much to the chagrin of her caretaker, Toadsworth.

Supporting Cast

Mario and Luigi will encounter many characters—some good, some bad, some just plain weird—as they explore the Mushroom Kingdom's past and battle the vile Shroobs.



Toadsworth

Toadsworth is Peach's reliable caretaker. After the Shroob attack, young Toadsworth relocates to the present-day Mushroom Kingdom, allowing the young and old Toadsworths to team up and teach the Mario Bros. new moves.



Prof. E. Gadd

The Mushroom Kingdom's resident mad scientist, Professor E. Gadd, is responsible for creating the time machine. The professor will aid Mario and Luigi by offering advice and guiding the brothers to their next objective. He talks like an Ewok.



Kamek

This Magikoopa is Baby Bowser's primary babysitter, er, attendant. He once tried to kidnap Baby Mario and Baby Luigi.



Toadbert

One of Princess Peach's loyal retainers, Toadbert accompanied the princess to the past before losing his memory. His drawing skill needs work.



Kylie Koopa

An ambitious reporter, Kylie Koopa is always looking for a big scoop. Her journalistic instincts aren't as honed as she'd like them to be, but she's usually a good source of information.



Yoshis

The cookie-loving Yoshis helped save Baby Mario and Baby Luigi once before. Now they meet again—without the annoying crying!



Bowser

You can always count on Bowser to cause trouble. Selfish, grumpy and ill-tempered, the king of the Koopas is always concocting some sort of wicked plan.

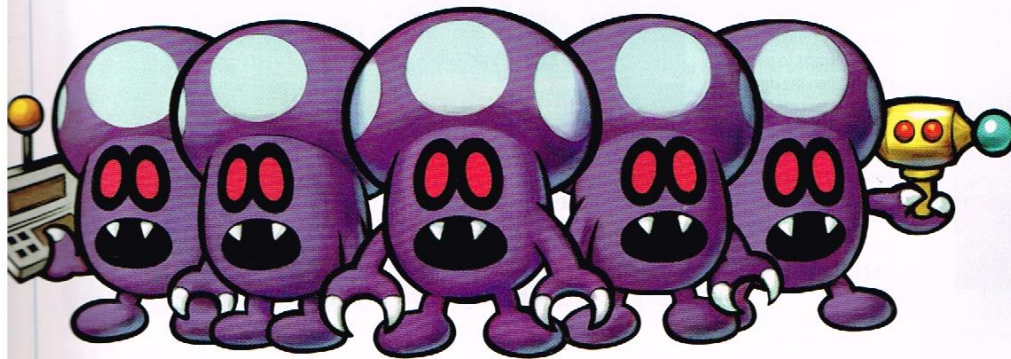
Baby Bowser

Even as a little prince, Bowser had a bad attitude. What kind of mayhem could Baby Bowser cause if he manages to team up with his older self? Strangely, Baby Bowser wears more clothes than adult Bowser.



The Shroob Invaders

The Shroobs are a race of creepy, purple, mushroomlike aliens. Led by the evil Princess Shroob, these invaders want nothing less than the complete and utter conquest of the Mushroom Kingdom. Shroobs come in various types, and they possess advanced technology and a fleet of UFOs to help carry out their dastardly deeds.



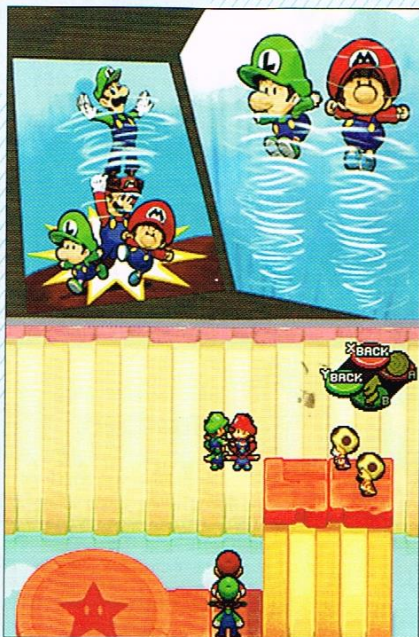
Time to Take Action

Rescuing Princess Peach and defeating the Shroobs will be a snap if you follow these steps to victory.



Mad Moves

As the brothers proceed through their adventure, they'll learn moves that let them accomplish additional tasks or access new areas. The new moves are usually put to the test in the next area the quartet enters. If you ever get stuck and don't know how to get past an obstacle, try using your latest moves.



After the brothers complete major objectives, the Toadsworths will often teach them new moves



Occasionally you'll learn moves from other sources, such as when the Hammer Bros. teach the babies the hammer techniques.

Into the Past

The merciless Shroobs have invaded the Mushroom Kingdom of the past. They're kidnapping citizens, they've overtaken the castle, and they've even captured present-day Princess Peach. It's up to Mario and Luigi to go back in time and put things right.

Holy Time Holes, Mario!

Even though the Shroobs have ruined the professor's time machine, Mario and Luigi can still travel back in time thanks to the Time Holes that begin to pop up in Peach's Castle. Each Time Hole leads to a different location in the Mushroom Kingdom's past, and new Time Holes pop up regularly. Some of them aren't accessible when they first appear, but you'll be able to enter them after learning a new move.



New Time Holes appear as the adventure progresses. Except for the first Time Hole, the portals remain open for the remainder of the game, so you can go back to search for items or fight enemies for extra experience points.

It Takes Teamwork

You'll often need to separate the tots from the grown-ups so they can accomplish tasks in pairs rather than as a single group. To remove the babies from the adults' shoulders, press the X or Y Button. To reunite, move the pairs next to each other. When the duos are separated, press the A or B Button to switch control to the adults and the X or Y Button to change to the babies. Since the babies can reach many places the adults can't, it's often up to the tots to open the way.

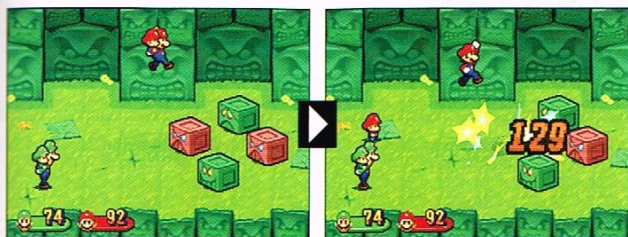


Battle Basics

Combat is all about timing and keeping a close eye on your enemies. If you time your moves right, you'll be able to do more damage with each attack and avoid everything the enemies throw at you.

Attacking: Timing Is Everything

Your basic offensive arsenal consists of jumps and hammer strikes. When the adults are without the babies or vice versa, press the attack button just before you land on an enemy to add extra power to a jumping attack. When one of the babies is attacking with a hammer, hit the attack button just as the tot starts to vibrate—you'll cause more damage.



The attacks are more powerful when the foursome is together. When jumping on an enemy with an adult, press the baby partner's attack button just before you land. You'll damage the foe and bounce up. Hit the adult's attack button as you land again to cause even more damage.

Defending: Know Thy Enemy

Defense is just as important as offense—if the enemy can't hit you, he can't defeat you. Enemies give off clues through their animations to tip you off about what they're going to do and who they're going to do it to. Sometimes it's as obvious as watching which brother an enemy walks up to, but sometimes the clues are more subtle.



Many enemies strike poses just before they attack. The poses often reveal who the enemy's intended target is or what attack the foe is going to use.



As a general rule, if an enemy gestures with its right side it's going after Mario, and if it gestures with its left side it's going to attack Luigi. Also, keep an eye on the icons in the upper-left corner of the screen to determine whether you'll need to jump or hammer to defend.



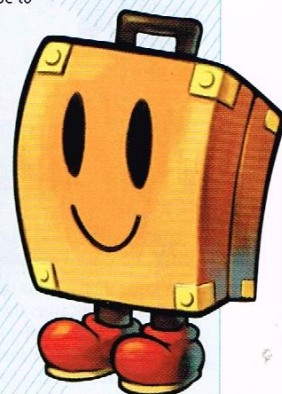
Some enemies mark their targets in obvious ways, such as by showing the initial or color of the targeted character. Other enemies use sneakier ways to reveal their targets, such as spinning in a certain direction, gesturing with parts of their bodies or moving in a particular way. Remember to keep your eyes on the upper screen as well as the lower screen. Enemies will often jump, fly or throw items into the upper screen when they attack—the clues may be found there.

Gaining Experience

For each battle they win, the Mario Bros. will be rewarded with experience points that increase their levels. As the characters level up, their statistics will increase in five categories: Heart Points (HP), Power, Defense, Speed and Stache (which grants discounts in stores and causes more-frequent lucky hits).



When allocating bonus points as you level up, watch the numbers in the wheel next to each stat to check its potential before choosing which stat to boost. It is wise to boost a stat with higher potential. You can cancel the wheel by pressing the L Button.



Stuffwell

A talking suitcase created by Professor E. Gadd, the grandiloquent Stuffwell provides the bros with advice and a place to store all their goods. Press Start to see what Stuffwell's carrying around.



Power Up with Bros. Items

In addition to normal attacks, the Mario Bros. have access to numerous Bros. Items. Although they take some practice to use properly, they can cause incredible damage to your enemies. Bros. Items are explained in detail on pages 7-9.

Tools for Time Travelers



The Mario Bros. are experienced adventurers, but even they need gear and items to help them on their way.

Shopping

Although you can find items in Treasure Blocks all over the Mushroom Kingdom, if you need a particular item, you should buy it from a shop. The higher the bros' Stache levels are, the more of a discount you'll receive when you buy items and the more money you'll get when you sell things.



The castle shop is in the upper-right corner of the first floor of Peach's Castle. The shop is closed when the game begins, but it opens after the brothers return from Bowser's Castle. Additional shops are located in Gritzy Caves and Toad Town.

Beans

X marks the spot—in this case, the spot to dig for beans. After the babies acquire their hammers, the tots can use the Baby Drill, a move in which the little bros burrow into the ground. To unearth the beans, use the Baby Drill and pop up at the X. Beans are more than just musical fruit—they're currency to buy rare badges.



Beans are often tricky to find. The digging spots are sometimes camouflaged among the ground textures, so keep your eyes peeled. In Thwomp's Volcano, you can play a minigame to win beans, too.

Healing and Support Items

When the enemies become too much to handle, the bros can rely on helpful items to get them through. Mushrooms and Refreshing Herbs help heal the Mario Bros., and peppers help boost their stats. Having a good supply of items can be the difference between victory and defeat in tough boss battles.



Mushrooms

Mushrooms are the most basic and helpful type of healing item—they replenish Heart Points for one character. Regular Mushrooms restore 20 HP, Super Mushrooms restore 40 HP, Ultra Mushrooms restore 80 HP and Max Mushrooms restore all of a character's HP.



Peppers

In addition to being spicy and nutritious, peppers boost your party members' stats temporarily. Red Peppers boost Power, Green Peppers boost Defense, and Blue Peppers boost Speed. The effects last for about three turns.



Mushroom Drops

Like Mushrooms, Mushroom Drops restore HP, but Mushroom Drops heal all of your party members at once. Mushroom Drops come in three varieties: regular Mushroom Drops that replenish 15 HP per character, Super Drops that heal 30 HP per character, and Ultra Drops that heal 60 HP per character.



Refreshing Herbs

Some enemies can inflict the bros with negative status effects in battle, such as poison, dizziness or burning, and they can be incredibly damaging. Instead of waiting for the effect to wear off, you can cure the affliction by using Refreshing Herbs.



1-Up Mushrooms

When a character loses all his HP he'll be knocked out, but you can bring him back into the battle with a revitalizing 1-Up Mushroom. Regular 1-Up Mushrooms revive characters with half their HP, and 1-Up Supers revive characters with full HP.



Beans

Beans can't be used in battle—they are useful only as currency at a secret badge shop. You can check how many you have by going to Stuffwell's screen by pressing the Start Button, selecting the Items category then pressing left or right on the Control Pad.



Cobalt Star Shards

When the Shroobs attacked, the Cobalt Star that powered Professor E. Gadd's time machine was shattered. The shards have been scattered about the Mushroom Kingdom of the past, and they seem to be the link to finding Princess Peach. Some of the shards are simply waiting to be found; others are guarded by powerful bosses. When Mario and Luigi collect all six shards, something incredible is bound to happen.

Bros. Items

When you really want to dish out the hurt to your enemies, bring out the Bros. Items! Several types are available, each with distinct properties, attack patterns and controls. Once you've mastered their timing, Bros. Items become invaluable weapons.



Green Shells

Green Shells are the first Bros. Items you'll encounter. They're plentiful and can be very effective if you use them properly. After one bro launches the shell, it will hit an enemy then rebound at the other bro, who can kick it back the other way. When a baby's onboard, you can score extra hits.



To initiate a Green Shell attack with Mario, select the item from the menu and press the A Button. When the shell hits the enemy, press the X Button so Baby Mario can get in an extra hit. The shell will then bounce toward Luigi; kick it back by pressing the B Button. Continue to kick it back and forth between the older bros and score extra hits with the baby for maximum damage.



The more times you hit an enemy with the shell, the faster the shell travels. If you fail to kick it back, the shell will be lost. Green Shells don't work on flying foes, but they're very effective against ground-based enemies such as Skellokeys.

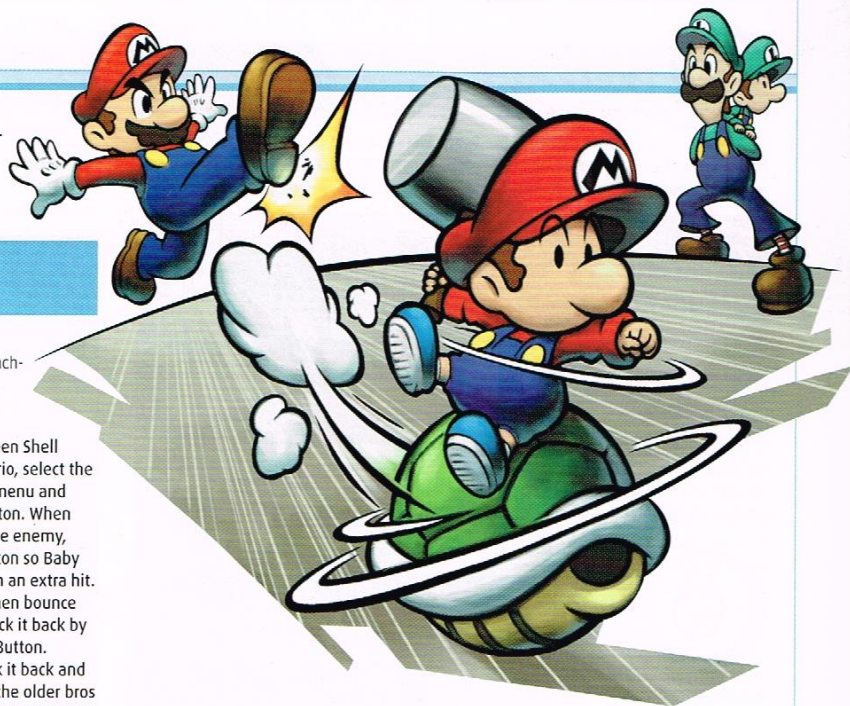


Red Shells

Red Shells function just like their green counterparts, but after destroying one target, they will home in on another enemy and allow you to keep dealing damage. Red Shells are great when you're facing numerous foes at once.



Like with the Green Shell, kick the Red Shell with one character, press the baby's attack button to deal extra damage as it hits the enemy, then kick the shell back with the other brother. Red Shells are useful for defeating Gold Koopaleons.



Bro Flowers

The Mario Bros. have been using the power of fiery flowers to roast their foes for ages—now they can do it as a group. Bro Flowers cause decent damage without complex button sequences, and as a bonus they can inflict the Burn status effect on enemies, causing them to take continual damage.



The brother who initiates the Bro Flower attack will hold a large flame, and the other brother will have a small flame. Press the first brother's attack button repeatedly as fast as you can; when the large flame switches to the other brother, pound his attack button instead. Switch back and forth as the fireball moves from one character to the other.



To hurt enemies on the ground, you'll need to hit the adults' attack buttons (A and B). To damage airborne enemies, you must press the babies' attack buttons (X and Y) instead.



Ice Flowers

Ice Flowers are much like Bro Flowers, but they launch ice balls instead of fireballs. Rapidly hit the button of whichever bro has the large ice ball, and remember to use the adults to hit enemies on the ground, and the babies to hit foes in the air.



Ice Flowers are particularly effective against fire-based enemies like the Blazing Shroobs in Thwomp Volcano. In addition to causing damage, Ice Flowers have a random chance of reducing enemy stats.



Smash Eggs

When the bros use a Smash Egg, they stand on either side of the enemy group and volley an egg at the foes. The egg will bounce off whatever enemy it hits and fly at one of the brothers. Hold down the A Button if it's coming toward Mario and the B Button if it's coming toward Luigi—release the button as the egg is overhead. The egg will launch back at the enemy and continue the cycle. You can add power to the egg by bouncing it off the babies' heads (press the X Button for Baby Mario and the Y Button for Baby Luigi) before kicking it back. Smash Eggs can make enemies dizzy and cause them to miss turns. As a bonus, when the egg breaks after delivering several successful hits, it may leave an extra item, such as a Mushroom.



Pocket Chomps

When you unleash a Pocket Chomp, it will chase the boys back and forth across the screen, damaging the enemies in the process. Watch which adult the Pocket Chomp is chasing; as he jumps and comes down on an enemy, press his attack button.

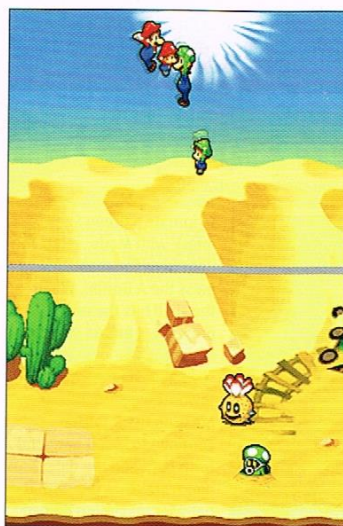


The baby version of the fleeing bro will ride on the Chomp's tail—score an extra hit with the tot by pressing the X Button for Baby Mario or the Y Button for Baby Luigi. On the next pass, the other adult brother may be pursued instead.



Cannonballers

When you use a Cannonballer, all four team members will climb into a cannon and launch themselves into the sky. As the brothers fall, they'll flatten an enemy below. In real life, you probably shouldn't put babies into cannons at all. If you're thinking about it, ask the babies' parents for permission first.

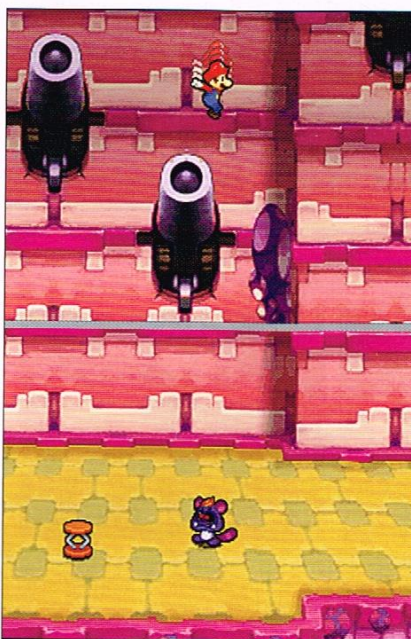


The brothers will blast out of the cannon in random sequence. Pay attention to the order as they're flying into the upper screen. When they fall into the bottom screen, press the corresponding button as each character lands on the enemy—the A Button for Mario, the B Button for Luigi, the X Button for Baby Mario, the Y Button for Baby Luigi—to maximize the damage dealt.



Trampolines

Trampolines are among the best Bros. Items. They let you hit multiple targets and deliver high damage; they also work great on bosses. When you use one, Mario or Luigi will toss a trampoline onto the ground, then all four characters will bounce into the air and land on the enemies repeatedly.



All four brothers will bounce into the air and off the screen. Watch the bros as they fall down the upper screen, and hit their corresponding button as they land on an enemy—the A Button for Mario, the B Button for Luigi, the X Button for Baby Mario and the Y Button for Baby Luigi. If you time your button press correctly, the bro will jump off the trampoline again for another go. If you fail to press the correct button, the character will fall and knock the trampoline out of the way, ending the assault. Be ready—the speed the characters fall will increase as the attack continues. As a side effect, when the brothers use Trampolines to hop on enemies, the victims may become dizzy.



Copy Flowers

Copy Flowers are Bowser's worst nightmare—they temporarily create an entire legion of Mario Bros.! The bros will run across the screen, one after another, and stomp their enemies. Like Trampolines, Copy Flowers can cause huge damage, but unlike Trampolines, they let you focus on one enemy at a time instead of hitting random enemies.



As the bros run across the screen, they'll leap into the air. Watch for which bro is approaching and press the appropriate button—A for Mario, B for Luigi, X for Baby Mario, Y for Baby Luigi—as he comes down on the enemy's head. Like with Trampolines, the bros' speed increases as the attack goes on, and if you press the wrong button the attack will stop.



Mix Flowers

Mix Flowers can be the most devastating Bros. Item in the game when used effectively. Similar to Bro Flowers, Mix Flowers involve pounding buttons to launch fireballs, but instead of firing directly at the enemy, the fireballs combine in a large conflagration on the top screen. When it falls, the fireball will damage every enemy you're fighting.



When you use Mix Flowers, the bros will separate and surround the enemies, with each of the four taking up a position at a different corner of the battlefield. Pay attention to which bro has the large fireball, and press his attack button rapidly. Pounding the correct button—the A Button for Mario, the B Button for Luigi, the X Button for Baby Mario, the Y Button for Baby Luigi—will power up the massive flame on the top screen and keep it from falling. When the big fireball transfers to another character, quickly hammer away at that character's button. Continue the process until the huge, fiery mass falls and engulfs the enemies. Mix Flowers are invaluable against bosses, especially toward the end of the game.

Get Equipped

To succeed on their quest, Mario and Luigi will need to gear up with clothing for defense and badges to bestow an array of helpful effects. You can buy clothing and badges in stores, and find them in Treasure Blocks all over the Mushroom Kingdom. Acquire and equip the best gear to maximize your abilities!

Wear It Out

The finest equipment in the entire kingdom won't do you any good if you don't wear it. To equip your characters, press the Start Button to open Stuffwell, enter the Equipment menu then select Clothing or Badges. Each piece of equipment has an in-game description, and you can see how new clothing will affect your characters' stats. After selecting a badge or garment, you can equip it by pressing the A or X Button.



You can change your characters' equipment at almost any time when you're not in battle. Each party member can equip one item of clothing and one badge at a time. If you enter the Quartet Info or Equipment menu in Stuffwell, you can see what your team is wearing.



Clothing

Trousers, slacks, pants and jeans—they're stylish and functional. The main purpose of clothing is to raise the characters' Defense, but some of them raise other parameters as well. A few types of clothing boost some stats but don't enhance Defense at all, so be sure to read the descriptions to see if they're what you want.



Badges

Badges can provide all kinds of helpful special effects—causing more damage, earning more money, restoring health, accessing to infinite Bros. Items and more. The Cure Badge, Cure A Badge, Drain Badge, Drain A Badge and Stomp Badge are appropriate for any occasion, but you should experiment and see which badges are best for you.

How to Use the Walk-through

Before you head into the past to save Princess Peach, take the time to familiarize yourself with the guide.



Map Key

Save Album	Event Blocks
Hammer Button	Control Block
Warp Block	4-Bros. Random Block
Recovery Block	Simultaneous Blocks
Adult Shine Block	Laser Block
Mushroom	Coin
Super Mushroom	10 Coin
Ultra Mushroom	20 Coin
Max Mushroom	100 Coin
Mushroom Drop	Bean
Super Drop	Green Shell
Ultra Drop	Red Shell
1-Up Mushroom	Bro Flower
1-Up Super	Ice Flower
Refreshroom	Copy Flower
Refreshing Herb	Mix Flower
Red Pepper	Smash Egg
Green Pepper	Pocket Chomp
Blue Pepper	Cannonballer
	Trampoline

Badge You'll find many types of badges and articles of clothing throughout Mario and Luigi's adventure. The item name will be listed next to the item icon on the map.

Clothing

start Level Starting Point **Strategy Tip**

warp A Warp Pipe **boss** Boss Encounter

Peach's Castle Time Hole

A **A** page 00 •.....• Map Connections



- 1 The chapter checklist is a quick-reference guide to all the major objectives in each chapter. It lists all the areas the Mario Bros. will visit on each leg of their quest.
- 2 An area name and description is provided for each region of the Mushroom Kingdom, along with an indicator for whether the setting is the past or the present.
- 3 Maps show the complete layout of every area and point out locations of tips, items, enemy encounters and boss battles.
- 4 Each numbered tip on the map corresponds to a tip that provides details on how to overcome the challenges the bros face.
- 5 New moves the characters learn will be detailed in blue boxes. You'll see what each move does and how to control it.
- 6 The first time you run into an enemy, a yellow box will discuss the encounter. Enemy boxes include information on how to identify and defend against enemy attacks and any special tactics you'll need to win the battle. Each enemy's baseline HP is shown next to its image; an enemy's HP may be slightly higher if your characters have reached high levels.
- 7 Boss battles are called out in yellow boxes much like enemy encounters. Each boss box provides detailed strategies for defeating the brothers' powerful adversary.
- 8 When the heroes come across a precious Cobalt Star shard, details about the incident are provided in a blue box.
- 9 Shop lists show the equipment available in Mushroom Kingdom shops, including clothing and badges you can't obtain anywhere else. In addition to the equipment listed, shops sell Bros. Items and support items.

The Shroob Invasion Begins....



Galactic Blast from the Past

Time machines, prepubescent Koopa royalty and an alien invasion—another amazing adventure has begun.



Peach's Castle past

- ☐ Head north to the princess's chamber and defeat Baby Bowser in a battle tutorial.

Peach's Castle present

- ☐ Get the Refreshroom from Toadsworth's room and use it to revive Toadsworth.
- ☐ In a second training battle, defeat the Junior Shrooboid that comes out of the Time Machine.
- ☐ Jump into the Time Hole in the garden. Follow the path to get to Hollijolli Village.

Hollijolli Village past

- ☐ Go to the mayor's house in Hollijolli Village. Free the mayor, then battle the Shroobs.

Koopa Cruiser past

- ☐ Navigate your way past all the crates and make your way up to the cruiser's bridge.

Hollijolli Village past

- ☐ Defeat the Shroobs using the Green Shells provided by Toadsworth.

Bowser's Castle past

- ☐ Reunite with Baby Mario and Baby Luigi, and learn Piggyback techniques.
- ☐ Access the warp pipe to get to the second area of Bowser's Castle.
- ☐ Defeat Kamek's summoned enemies by using baby-enhanced battle tactics.
- ☐ Separate the babies and the adults when needed to cross the lava pits. Activate the Simultaneous Blocks with each team to open the pathway; reunite the teams at the end.
- ☐ Send the babies through the dark, spike-filled room to where the Cobalt Star shard resides, then head to the castle exit.



Peach's Castle

It all starts innocently enough: Baby Mario and Baby Luigi have arrived at Peach's Castle for a playdate. There's not much to do in the castle, so just proceed north to the throne room.

Awesome, Baby!

Even as a little prince, Bowser is up to no good. Stop Baby Bowser from kidnapping Baby Peach by engaging him in battle. A youthful (and rather singed) Toadsworth will instruct you on battle basics. Don't worry—you can't lose this fight.



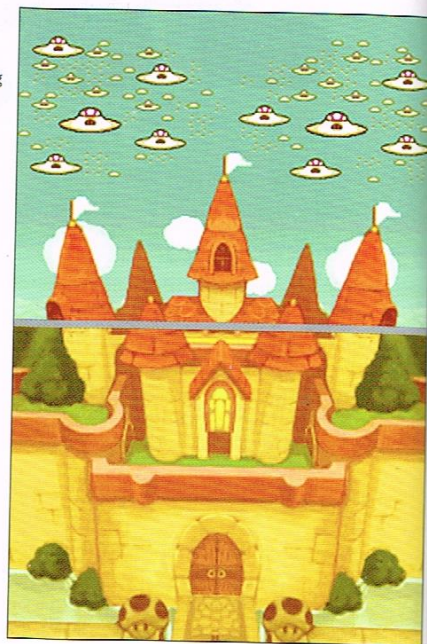
Teach Bowser a lesson! Hit the X Button once to jump, then hit it again just before you land on Bowser's head.



To avoid Bowser's fireball attack, use the X Button to jump. Meanwhile, Baby Luigi puts the moves on Peach.

When Aliens Attack

Just when Baby Mario stomps Baby Bowser into submission and everything seems to be OK, creepy alien space-ships fill the sky and lay siege to the castle. It's time for Bowser and the Mario Bros. to put aside their differences. What could the nasty Shroobs have in store for the Mushroom Kingdom?





Peach's Castle

Princess Peach's spacious castle is filled with useful items and nonplayable characters offering helpful hints. There are also additional floors and rooms, but you won't be able to get to them now. A handy shop will open for business later, as well.



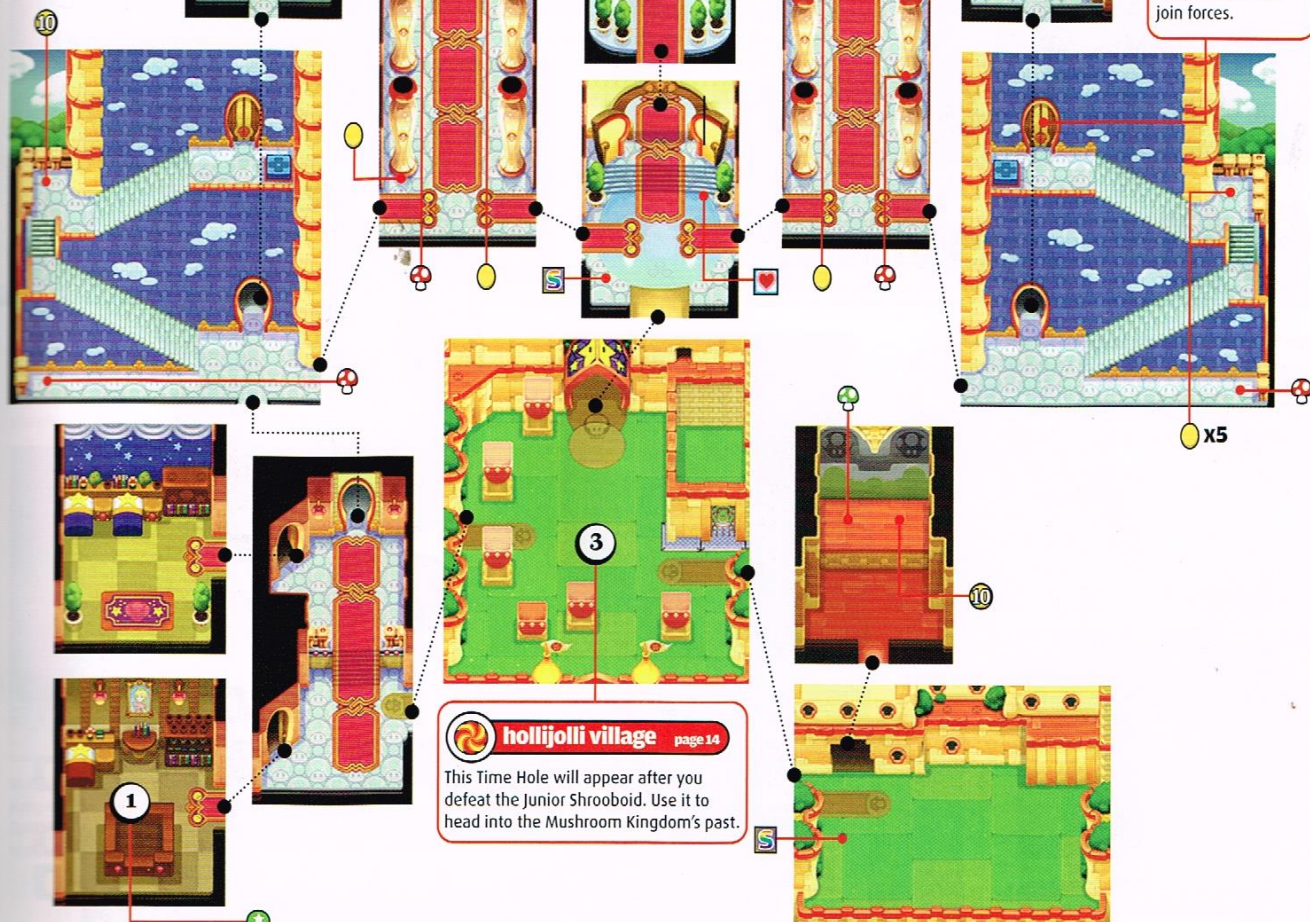
You'll earn access to this area later in the game, when you learn the Baby Spin move.

The Castle Shop

The castle shop isn't open yet, but later you'll be able to buy items, badges and clothing, and sell your unwanted items for coins.

You won't be able to turn this gear until you learn the Bros. Ball move.

You won't be able to open either this door or the door on the left side of the castle until the adults and babies join forces.



holijolli village page 14

This Time Hole will appear after you defeat the Junior Shrooboid. Use it to head into the Mushroom Kingdom's past.

1 Locate the Refreshroom

To revive that worrywart Toadsworth, you'll need to retrieve a Refreshroom from his chambers in the southwest corner of the map. Head to the green Refreshroom indicator on the map, then jump up to the indoor garden and hit the block with Mario's head. You can also use this time to explore the castle and pick up a few extra items.



2 Junior Shrooboid

The Time Machine returns to the present, but instead of containing the princess, it holds a nasty alien creature called a Shrooboid! The creature attacks immediately, initiating another training battle. Toadsworth will refresh Mario's memory on how to fight: hit the A Button once to jump, then hit it again as you're about to land on the enemy to cause extra damage. When the Shrooboid uses its spin attack, you can hit the A Button to jump and avoid it. Better yet, if you initiate your jump just as the monster starts spinning, you'll land on its head with a counterattack.



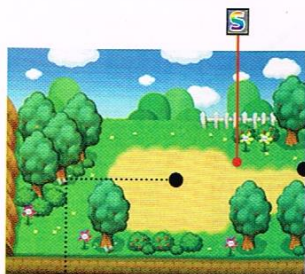
3 Luigi Trips through Time

After Mario defeats the Junior Shrooboid, Professor E. Gadd will detect a strange signal coming from the garden. Head south to the garden to discover that a Time Hole has appeared. Luigi will jump up to take a closer look, but unfortunately for him, an ill-timed visit by Toadsworth will send the less-famous Mario Bro sprawling into the Time Hole. Mario has to follow Luigi through the portal to rescue his brother and see what's happening in the Mushroom Kingdom's past.

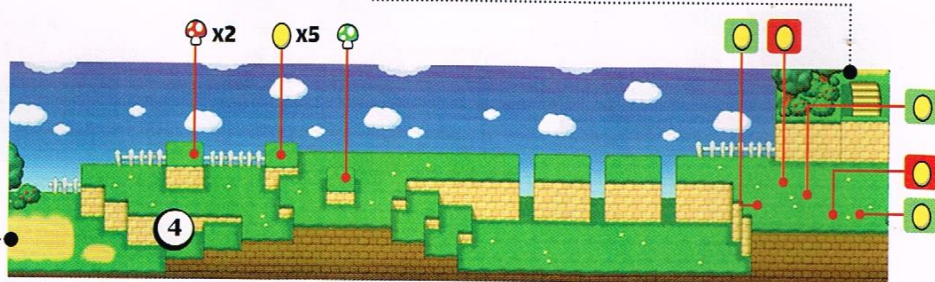
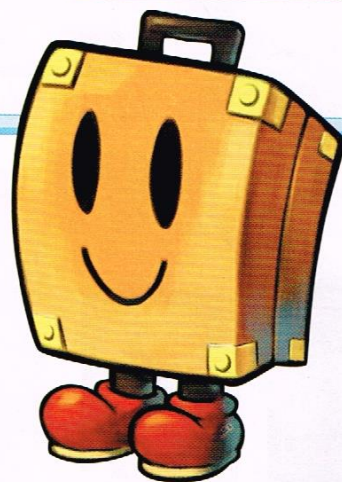
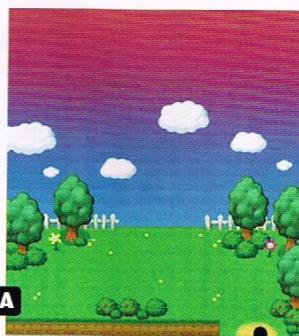


Hollijolli Village

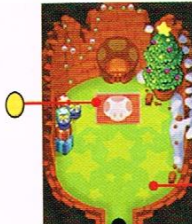
The Time Hole deposits Luigi in the Mushroom Kingdom's past, just outside of Hollijolli Village, and Mario is deposited right on top of him. The portal seals up behind them, so the brothers have no choice but to press on.



peach's castle page 13



The Koopa Cruiser will land at this location later, but for now, the area is vacant.



x3
10



peach's castle page 33

When you first get to Hollijolly Village, this ledge is inaccessible. Later in the game, you'll be able to return to this location through a Time Hole from Peach's Castle.

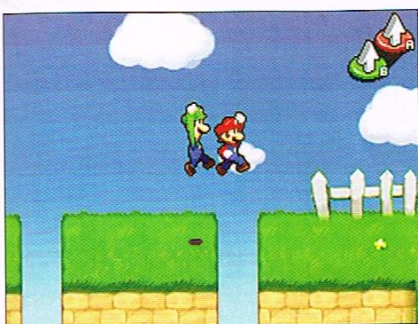


x3
20
10



4 The Right Stuff

Following the brothers through the Time Hole is Stuffwell—a verbose talking suitcase who makes his grand entrance by standing on Luigi's spinal column. However, he does have a lot of advice to help Mario and Luigi on their way.



Stuffwell first instructs Mario and Luigi on the art of jumping. Use the A Button to make Mario jump and the B Button to make Luigi jump. Press the buttons together to make the bros leap simultaneously.



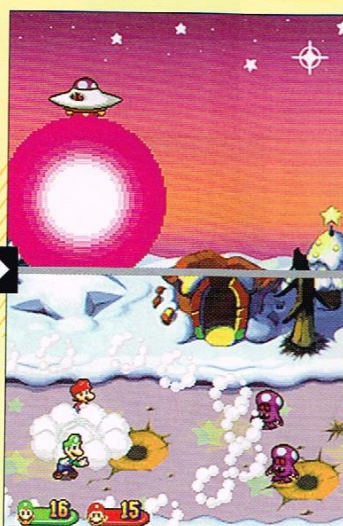
At the end of the area, you'll find five color-coded coin blocks. Hit the red Mario Blocks with Mario using the A Button and the green Luigi Blocks with Luigi using the B Button to open the pathway.

5 Shrooblet

Watch the Shrooblet's feet when it prepares to attack. When it raises its right foot it will attack Mario, and when it raises its left foot it will attack Luigi.



If you jump just as the Shrooblet starts to charge, you'll be able to avoid the attack and land a counterattack.

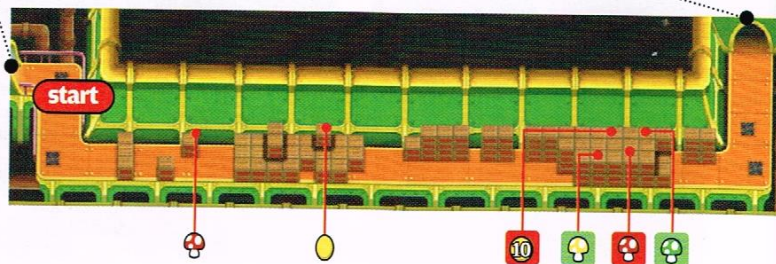
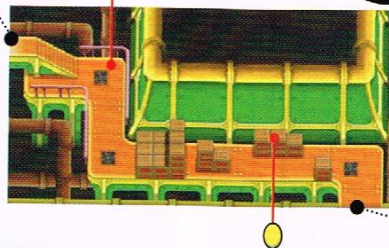


Pay attention to the Shroobs as they run up to attack. Before they blast Mario, their weapons will shine momentarily. If they're going after Luigi instead, they will spin and then fire. Jump to avoid the laser blasts. Unfortunately, no matter how well the fight is going, after the countdown timer on the upper screen reaches zero, the battle will be decided (in the Shroobs' favor) by a large UFO floating above.



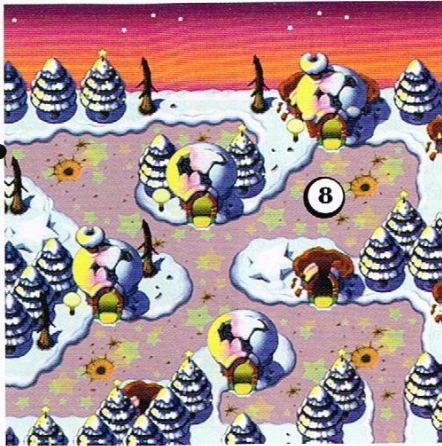
7 Koopa Kommands

A screenshot from the video game Super Mario Bros. The scene is split into two horizontal sections. The top section shows a blue sky with a few white clouds. A Yoshi, a green dinosaur-like creature, is flying through the air, facing right. In the upper right corner, there are two Piranha Plants hanging from the top edge of the screen. The bottom section shows a green grassy field. In the foreground, there are several stacks of wooden crates. On the right side, a Piranha Plant is visible on a ledge, facing left. The overall style is pixelated and colorful, characteristic of the Super Mario Bros. series.





The Koopa Cruiser lands in the previously empty lot in the upper-left corner of Hollijolli Village. From there, head to the mayor's house.



8 Shroobs (rematch)

HP 15

While fleeing the alien attack in the Koopa Cruiser, Baby Peach demands that someone help our older heroes in Hollijolli Village. Baby Mario and Baby Luigi get to exact some retribution for their elder selves by taking on the Shroobs in a rematch.

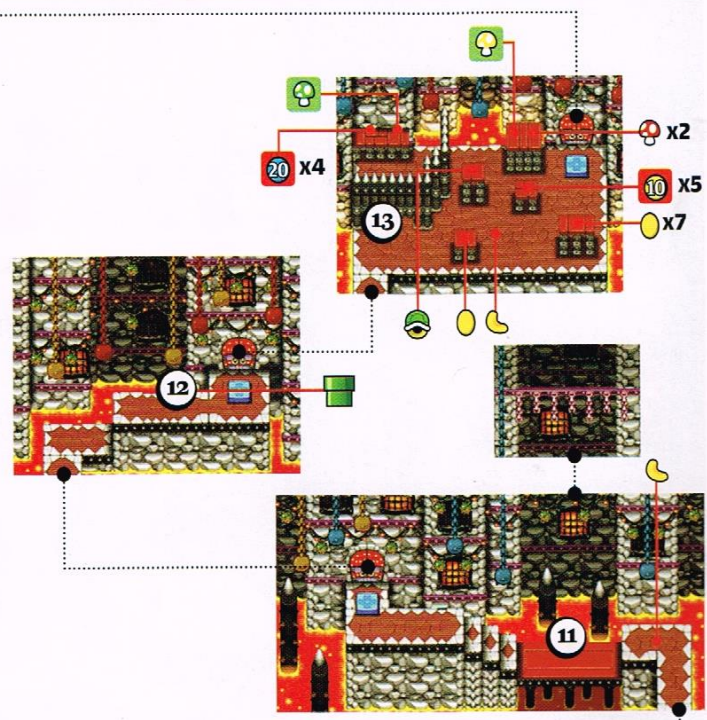
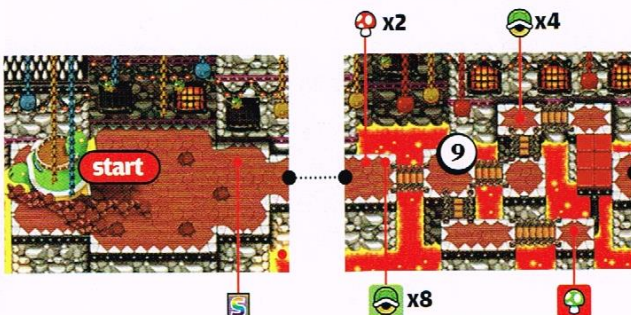
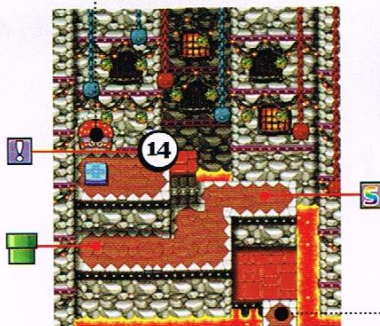


For this rematch, Toadsworth provides the baby bros with the game's first Bros. Item: Green Shells. Kick the shells back and forth by alternating between the X Button for Baby Mario and the Y Button for Baby Luigi, timing your kicks just as the shell gets to each bro. Like before, jump to avoid the Shroobs' attacks.



Bowser's Castle

After being forced to land at Bowser's Castle, Mario and Luigi become separated from the rest of the group. Baby Bowser's underlings and bubbling lava pits will trouble the brothers as they make their escape.



X Marks ...

Mysterious Xs on the ground indicate places where you should dig after the babies learn their Baby Drill move. Hidden beans lie beneath the markers, but they will have to wait for now.



9 Goomba

HP
10

Bowser's familiar Goomba flunkies are still vulnerable to Mario and Luigi's jumps. Try to score extra damage by jumping on their heads to initiate a battle. When they start charging up to attack, jump to score a counterattack. These guys should go down easily.



10 Walk the Crooked and Narrow

To get through this chamber, you'll need to hop up the steps in the upper-left part of the room, then carefully walk across the narrow pathway to reach the door. Before you do that, however, defeat the enemies for extra experience points and collect the coins and Mushrooms in the lower part of the room. You can come back later for the bean buried at the X.



11 Piggyback

Before long, Mario and Luigi will come across their baby counterparts. If the bigger bros try to leave the youngsters behind, the babies start crying uncontrollably, so the boys will decide to carry the tykes on their backs. You can separate into two teams by pressing the X or Y Button to toss the babies off of the adults' shoulders, after which you can use the A or B Button to select the adult duo and the X or Y Button to select the young 'uns.

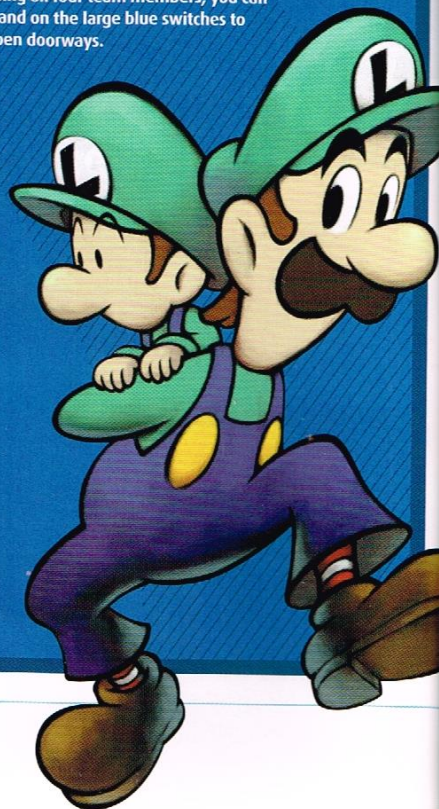
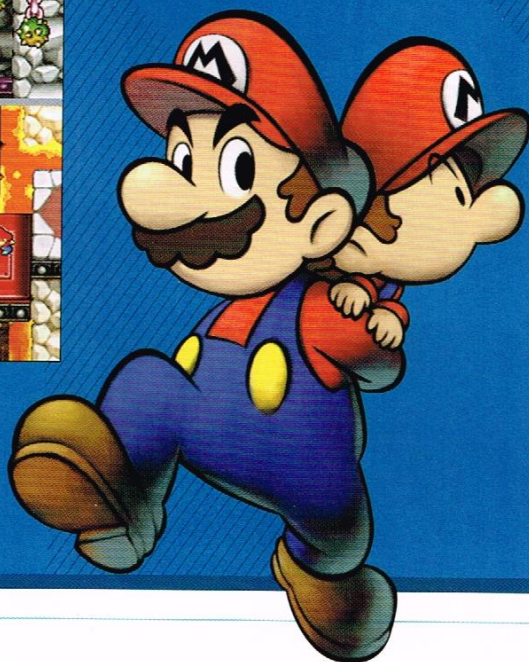


When the icons look like this...

The adult and baby duos can move independently to accomplish tasks, then regroup by walking up to the other pair. When separated, the two parties will fight battles independently.



Using all four team members, you can stand on the large blue switches to open doorways.



12 Pipe Dreams

Sometimes you will need to separate your team into two groups to accomplish different tasks. You can reunite them by hitting a Pipe Block, which will create a warp pipe that will deposit the distant party near the pair you're currently controlling.



In this case, this ledge is too high for the adults, so they toss the babies up to the ledge (use the X or Y Button). Although you may feel inclined to toss them into the lava, it won't work.



Once the babies are up on the ledge, they can hit the Warp Block, which will transport the older brothers from their previous location up to the otherwise-inaccessible ledge.

13 Use Babies for Fun and Profit

Baby Mario and Baby Luigi can go places that their taller selves can't, such as through this low doorway in the middle of Bowser Castle.



Toss the babies off with the X or Y Button, then guide the wee ones to the treasures hidden on the other side of the wall: 80 coins for Baby Mario and a 1-Up Mushroom for Baby Luigi.

14 Throw Up

When you come across another ledge that's too high to jump to, again toss the babies up to do the dirty work. As the babies hit the purple Event Block, which will lower the red platform and allow the older brothers to jump up to the ledge.



15 Piggyback Attack

When Kamek catches you wandering through the castle, he'll send a few enemies after you—perfect for practicing battles as a four-member team. Follow the tutorial and use the adult and baby characters in tandem to deal extra damage.



When fighting in adult/baby pairs, you can give the Green Shell attack extra oomph by hitting the X Button as Baby Mario nears the enemy (or the Y Button when Luigi is on the shell). Remember to hit the A and B Buttons to knock the shell back and forth with the adults as well—you'll be able to send ground-based enemies packing.



Boo

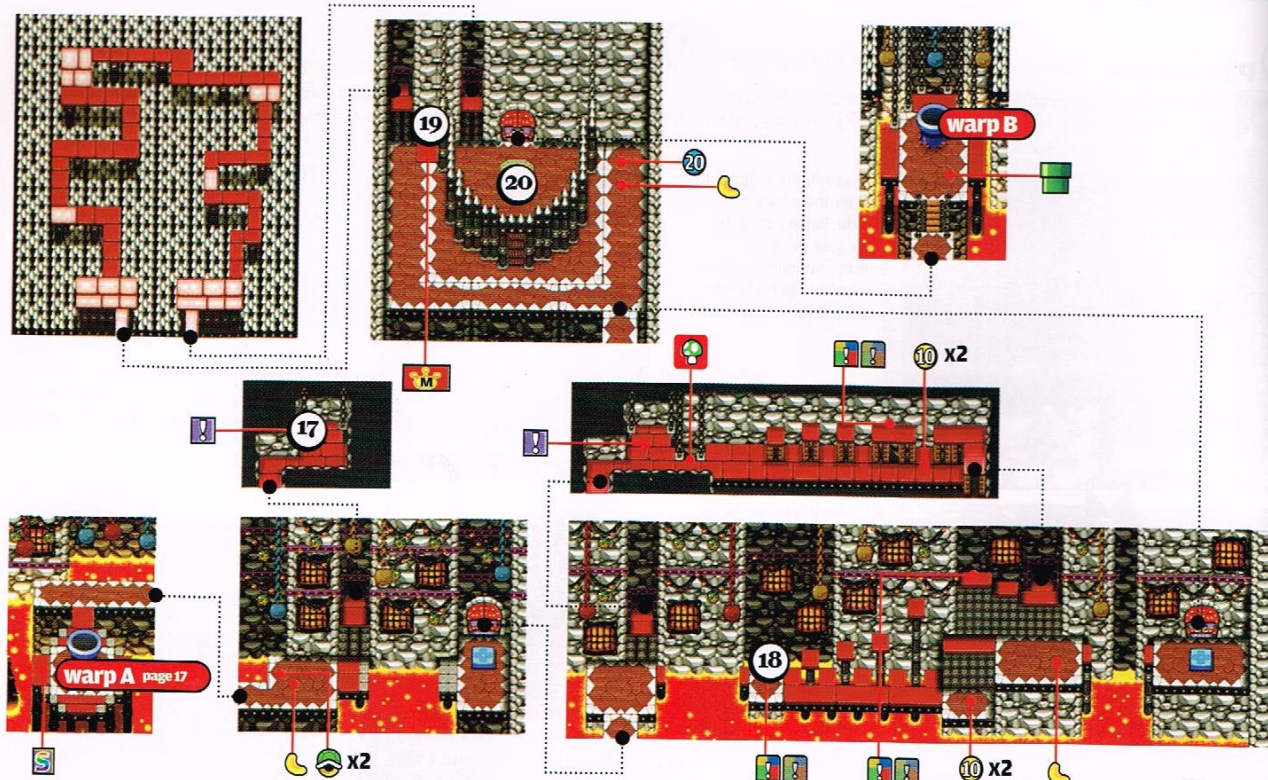
Boo will approach with both eyes covered and then peek with one. If he opens his right eye he'll attack Mario; an open left eye means Luigi will be the target. Boo will then appear right behind his victim. If you jump just as Boo appears, you should be able to land a counterattack.



16 Boom Guy

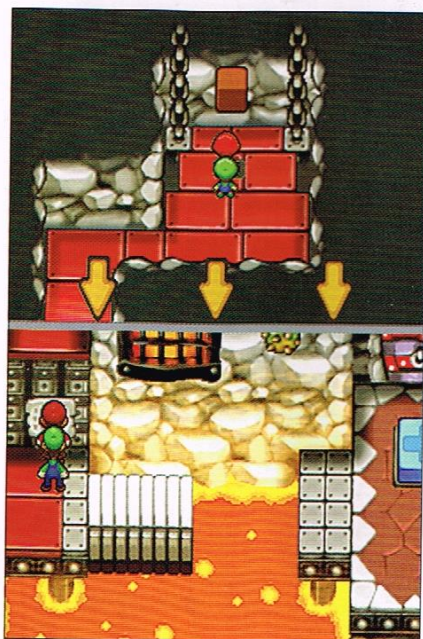
Watch the Boom Guy as he prepares to fire. If he raises both hands to brace the cannon on his head, he will fire immediately, so jump and dodge the attack (or land on the bullet). If he points with one hand, he will fire a small puff of smoke first and then a bullet, so wait a second and jump as the bullet comes out. Once you've hit his cannon enough, it will fall off and the Boom Guy will call for assistance. Without cannons, Boom Guys are defenseless. Eventually, a team of Shy Guys will fly in and replace his weapon.





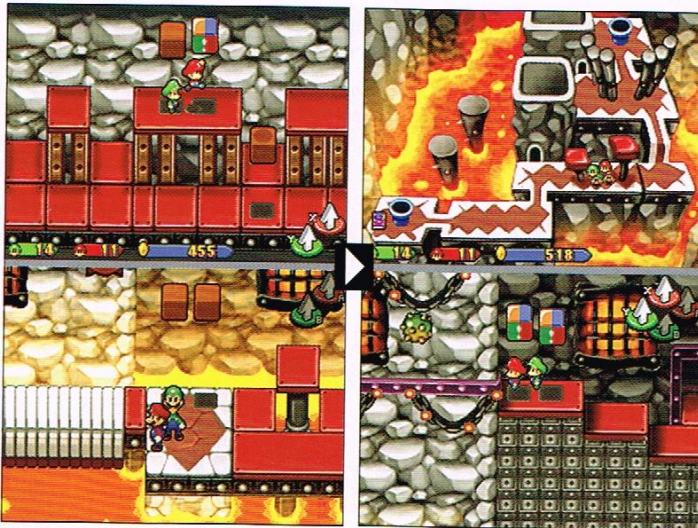
17 A Bridge Too Short

A pit of boiling lava prevents the quartet from proceeding any further, so send the babies into the nearby opening on the ledge. With them, hit the purple Event Block to activate the bridge, then head back out to rejoin the bigger bros. Head right and jump on the blue switch to open the door.



18 Simultaneous Block Double Trouble

After sending the babies up to activate another bridge via an Event Block, the adults should proceed to the right, where they'll encounter a pair of multicolored Simultaneous Blocks. As Stuffwell explains, all the characters must line up beneath the blocks and hit them in quick sequence.

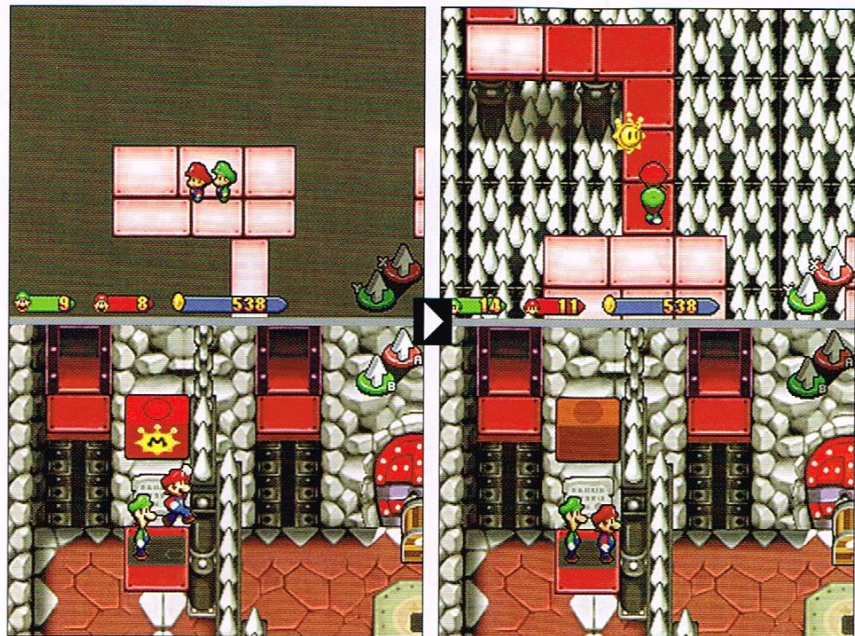


After the adults hit their pair of Simultaneous Blocks, a platform lowers for the baby duo. The babies can then activate a block set of their own, which will in turn lower a platform that lets the adults proceed.

Exit the top area with the babies and, instead of dropping from the ledge, head left to another set of Simultaneous Blocks. Hit the blocks to make the last bridge materialize. Rejoin the adults and continue to the right.

19 Shine a Light on Me

A locked gate prevents conventional entry into the center of one of the later rooms in Bowser's Castle. Again, the adults will have to toss Baby Mario and Baby Luigi up onto a ledge so the tots can do some exploring on their own. They'll wind up in a dark room with a narrow pathway over a spiked floor—hit the Adult Shine Block to light the way so they can successfully navigate the room. If the block is red, press the A Button to hit it with Mario; if it's green, hit the B Button to nail it with Luigi. If you use the wrong character, a ball of flame will roast the tykes instead of lighting their way, and will force them to start over. When the block is activated properly, however, a small Shine Block will appear over Baby Mario's head. Hit it with the X Button, then move through the room carefully while it's illuminated. When the light goes out, trigger the Adult Shine Block with Mario or Luigi and repeat the process. At the end of the path, the babies will find an exit that takes them to the other side of the locked gate.



20 Shard 1

Jump up and hit the Treasure Chest Block in the center of the room to obtain the first Cobalt Star shard and to lower the gate for adult Mario and adult Luigi. After rejoining the youths, head through the door and jump onto the warp pipe.



21 Back to the Future

A few rooms after the one where you found the Cobalt Star shard is Baby Bowser's bedroom, which happens to have a Time Hole back to the present-day Mushroom Kingdom. Maybe the professor can shed some light on the situation.



Young Toadsworth, carrying Baby Peach, has also made his way to Prince Bowser's bedroom. He seems less than thrilled, however, at the prospect of jumping into a mysterious portal. After exchanging heated words with Stuffwell (just who argues with luggage, anyway?), Toadsworth contemplates what to do next. The Mario Bros. quartet jumps in without hesitation.

Trouble in Toadwood Forest

There's no time to rest for Mario and company. Wicked Shroob plans and a nasty boss await in Toadwood Forest.



Peach's Castle present

- ☐ Take the Cobalt Star shard to Professor E. Gadd and learn about badges.
- ☐ Collect items and go to the shop if you wish, then head to the Time Hole in the bedroom.

Toadwood Forest past

- ☐ Send the babies underground and hit the six fire blocks to burn the trees blocking the path to the warp pipe.
- ☐ Use the Control Block to guide the moving platform across the spikes. Trigger the first tower by using the Simultaneous Blocks.
- ☐ Move to the second tower and activate it using the Simultaneous Blocks as well.
- ☐ Use the moving platform to cross the large spiked pit. Go right, then north to the factory.

Vim Factory past

- ☐ After Mario and Luigi get captured, the babies must battle the Hammer Bros. Defeat them to learn hammer techniques.
- ☐ Use the new hammer moves to proceed through the factory and rescue the adults.
- ☐ Trigger the blue switch and head through the right door then down the warp pipe.
- ☐ Use teamwork and moving platforms to proceed through the factory.
- ☐ Battle the boss, Swiggler, and collect the second Cobalt Star shard.



Peach's Castle

The quartet returns to present-day Peach's Castle, not far from where the Time Hole appeared in the garden. Your first order of business is to see the professor and show him the Cobalt Star shard.

1 Gab with E. Gadd

Head back to the throne room and talk to the professor. He will explain the importance of the Cobalt Star shards and direct you to the next Time Hole. He'll also give you your first badge and explain how to use it. You can now use the shop and explore the second floor. Head to the Time Hole when you're ready.

Some items at the Shroom Shop will not be available on your first visit. Check back between levels to see what new items have been added to the shop's inventory.

SHROOM SHOP

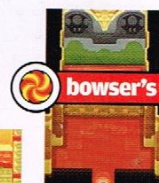
Badges

Big-DEF Badge
Big-POW Badge
Cash-Back Badge
Coin Badge
Counter Badge
Cure Badge
Cure Badge A
Drain Badge
Drain Badge A
Easy Badge
EXP Badge
Lucky Badge
Pep Badge
Salvage Badge
Shroom Badge
Shroom Badge A
Training Badge
Wallet Badge

Clothing

Branded Slacks
Egg Pants
Patched Slacks
Preferred Pants
Royal Pants
Royal Trousers
Shell Slacks
Starchy Jeans

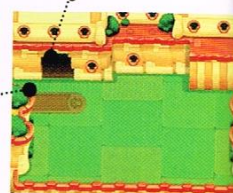
The shop is now open for business! Your Stache status determines how much of a discount you get on the items sold there. You may wish to increase your defense by buying Patched Slacks for the adults and Starchy Jeans for the babies. Buy Mushrooms if you need them.



bowser's castle page 2



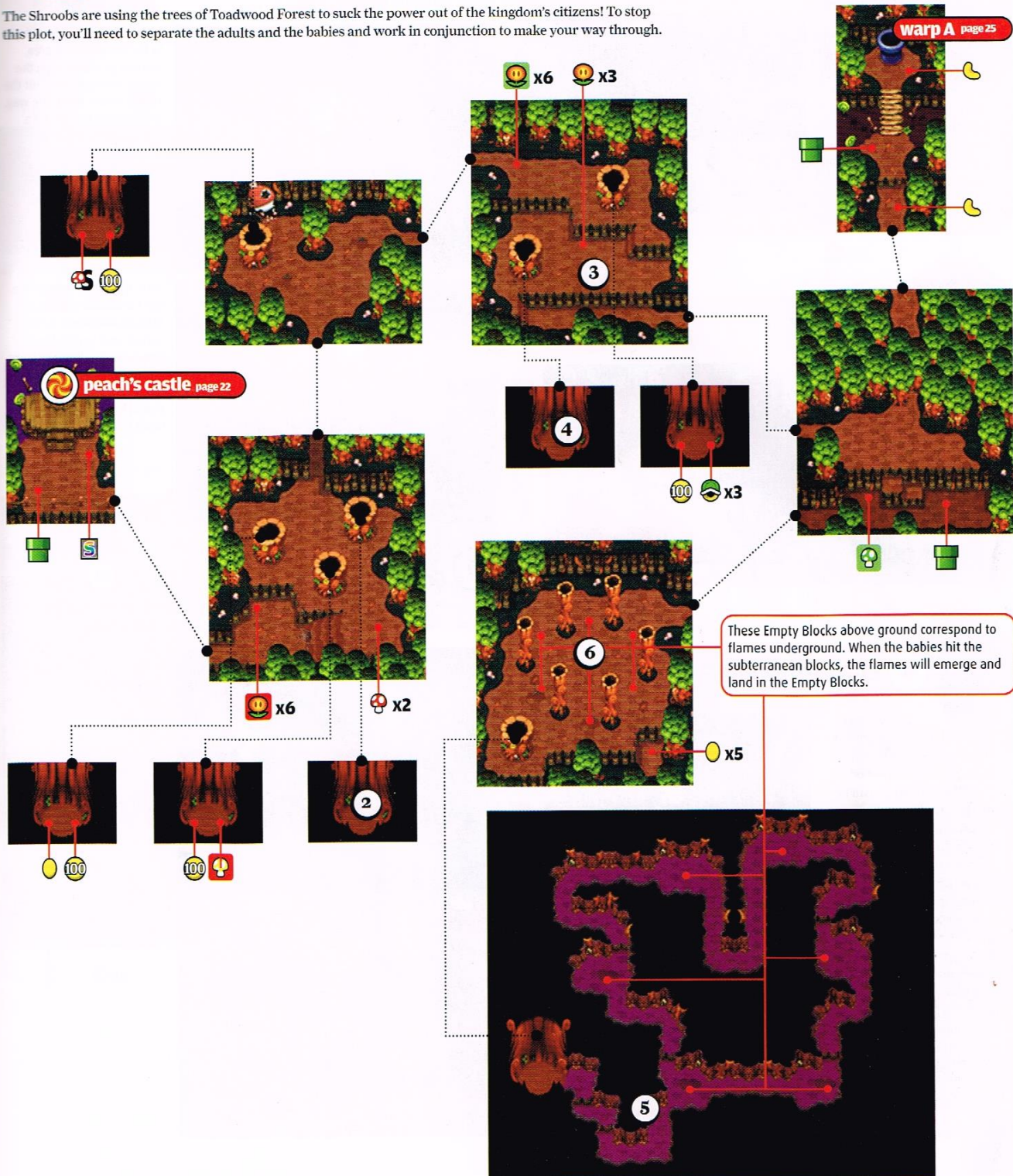
toadwood forest page 23





Toadwood Forest

The Shroobs are using the trees of Toadwood Forest to suck the power out of the kingdom's citizens! To stop this plot, you'll need to separate the adults and the babies and work in conjunction to make your way through.





2 Koopaleon

HP 18

Koopaleons disappear when they attack, making them tricky to hit. Watch for the puff of dust when they start to charge, then jump a split second later to avoid their attack and to counter. If you jump on their heads, they'll lose their invisibility.



3 Boo Guy

HP 17

Boo Guys try to fake you out by splitting into two when they attack. Before they split, they will give away their target by pointing at him, so watch where they point, and get ready to jump fast. If you jump a second after a Boo Guy splits you can counter, but the timing is tricky.



4 Elasto-Piranha

HP 27

This sneaky relative of the Piranha Plant pretends to be a warp pipe, but don't be fooled. The Elasto-Piranha can be dangerous if it catches you off guard. In battle, keep an eye on the top screen to see who it will attack. If it heads to the upper part of the screen, it will shoot a fireball at Mario, but if it stays in the lower part, Luigi will be the target. As the fireball comes down, jump with the intended victim to avoid the assault. Hop on the Elasto-Piranha every chance you get to return the favor.



5 Burn, Baby, Burn!

In the area with the six Empty Blocks, toss Baby Mario and Baby Luigi into the large, open tree stump in the lower-left corner. The baby bros will have to hit six fire blocks underground and battle a few enemies along the way.



Where the passageway from the underground area, you can go either way; the routes are connected. Hit the six fire blocks along the way and prepare to fight off a few Elasto-Piranhas and Koopaleons. Head back outside once you're done.



After the babies trigger the fire blocks underground, fireballs will shoot to the surface and land in the Empty Blocks. Hit the blocks using the adults—the flames will combine into one large ball of fire in the center block.

6 Great Ball of Fire

After you hit the large flame in the central block, a massive fireball will shoot out and clear a pathway to the north. Head through the ashes and go down the warp pipe.



Toadwood Forest



7 Platform Game

Since the factory entrance is inaccessible, you'll have to take a detour to the right. There you'll find a pit of spikes that requires teamwork to overcome.



Start by tossing the babies into the hollow stump. Maneuver adult Mario and Luigi onto the brown platform, then use the babies to jump up and hit the yellow Control Block within the stump when the arrow is pointing right. Make the babies jump again to stop the platform when it gets to the first safe ledge, and use the adults to retrieve the Wallet Badge from the Treasure Block. Return the adults to the moving platform, and use the babies to activate the Control Block to move the platform right again. Stop at the next ledge and proceed to the next area with the adults.

8 Tower of Power, Part 1

Upon entering the area with the creepy-looking tower, hit the Warp Block to bring the babies into the vicinity. Once the whole team is together, you'll be able to activate the tower and get one step closer to entering the Vim Factory.



Hit the high Simultaneous Block by making adult Mario jump with the A Button, then giving Baby Mario a boost from the top of the jump by hitting the X Button. This also works with adult Luigi and Baby Luigi via the B and Y Buttons, respectively.

After hitting the high Simultaneous Block, the team members will take up positions beneath four more blocks. To activate the tower, hit the Simultaneous Blocks in sequence as they become solid: Baby Luigi (Y Button), Baby Mario (X Button), Luigi (B Button) and lastly Mario (A Button).

9 Bound over the Barrier

Send the babies into another stump, then position the elder brothers on the moving platform and have the babies maneuver it to the right via the Control Block. Have the adults jump over the yellow barrier, then have them hit the Event Block to raise the nearby ledge.



10 Tower of Power, Part 2

Activate the second tower the same way you did the first: by hitting the high Simultaneous Block, then hitting the four Simultaneous Blocks in quick succession. This will open the pathway to the Vim Factory.

11 Collection Agency

Once again you'll have to send the babies into the stump to use the Control Block to maneuver a platform. If you want to change the platform's direction, jump to stop the platform, then hit the proper direction arrow when it appears. The exit is in the lower-right corner, but there are numerous treasures to collect on the way, including a pair of Wild Trousers.



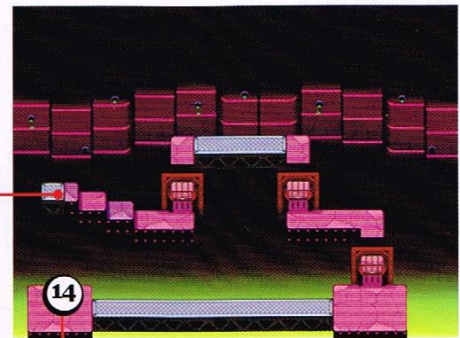
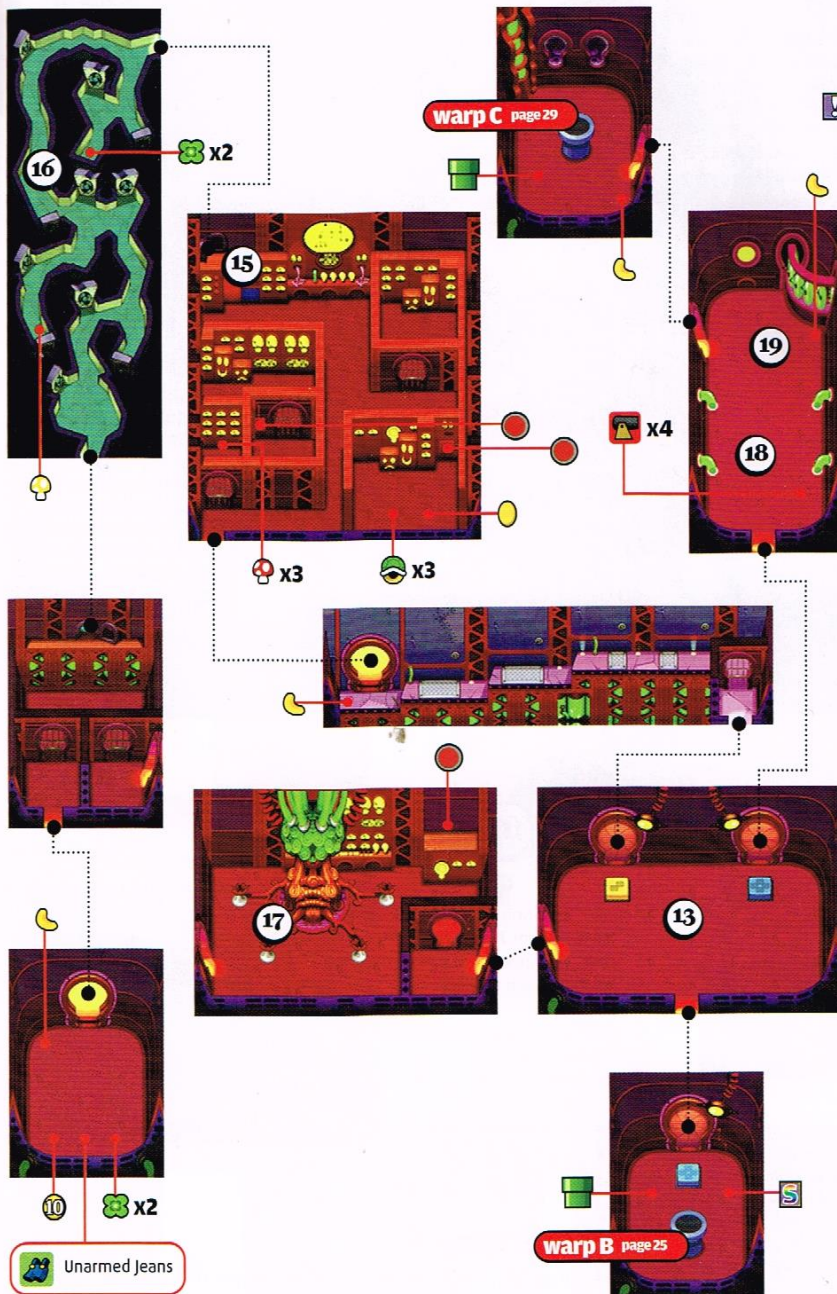
12 Vim Factory Visit

After clearing the pit of spikes, head north and teleport the tots by hitting the Warp Block. Continue north and cross the newly raised platforms to enter the Vim Factory.



Vim Factory

The Vim Factory is the root of all the problems in Toadwood Forest. When adult Mario and Luigi get captured, Baby Mario and Baby Luigi will have to learn some mighty new moves to put things right.



This map is used for the hammer-moves tutorial. You'll be transported here automatically, and you can exit by hitting the Event Block at the end.



13 Hammer Bros.

The Hammer Bros. will capture Mario and Luigi prior to this battle, so the babies will have to beat these hammer-wielding punks on their own.



When the Hammer Bros. are together, they'll smack each other into you. Watch their hammer swing: if the hammer head falls off, the attack will hit you only if you jump. If the swing is normal, jump to counter the attack.



When you're down to just one foe, he'll start hurling hammers. Watch the shadows and jump just as the hammers hit the ground.



14 Hammers

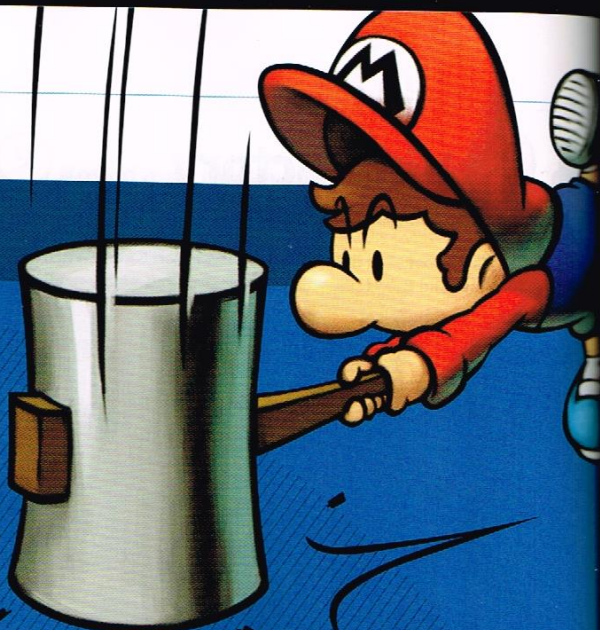
After receiving a good thrashing (and evidently a lesson in proper speech), the Hammer Bros. will be liberated from Shroob mind control and reward Baby Mario and Baby Luigi with the power to use hammers!



Babies should never be armed with hammers unless given proper instruction, so the Hammer Bros. have a training level set up for the tykes.



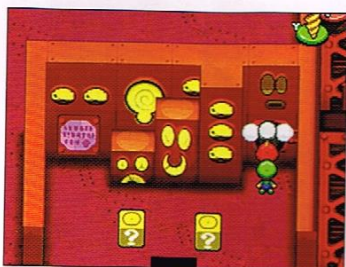
Hit the R Button to change the icons in the upper-right corner of the screen to a hammer and a swirl, then hit the X Button to make Baby Mario swing the hammer. It can break boxes and activate switches.



With the Hammer icons activated, Baby Luigi can jump onto Baby Mario's shoulders when you press the Y Button. Press it again to make the pair use the Baby Drill to go underground in soft terrain—perfect for getting under gates or finding hidden items.

15 Hammer Time

It's time to put those newly learned hammer skills to the test! You'll have to hammer two switches to extend the platforms and exit the room on the way to rescue Mario and Luigi.



First head to the gate in the upper-right part of the room. Use Luigi's Baby Spin to go under the floor and pop out on the other side of the gate. Climb the steps and walk along the narrow ledge to reach the room to the south. Collect the items in the Treasure Blocks and hammer the big red button.



To get to the second button, ascend the steps then head left along the ledge. Hop over the gap, then jump into the chamber below, hammer the switch within, and Baby Drill your way out of the room. Climb another set of steps then hop up the red and blue platforms to exit the room.



16 Spiny Shroopa

HP 18

When you encounter the Spiny Shroopas, the Hammer Bros. will appear again to help you use hammers in battle. Defend against the Shroopas' attacks by holding down the X or Y Button (depending on who's under attack) and releasing when the Shroopas hop forward.



17 Nasal Spray

Use the hammer to smash the four bulbs around the tree—you'll free Mario and Luigi from the tree's giant nose. Afterward, you'll learn to use hammers as a four-member team.

18 Dr. Shroob

HP
29

Dr. Shroob uses a variety of weapons, including ray guns and mushrooms to increase his capabilities. If he consumes grey mushrooms he'll shrink, but red mushrooms will make him grow.



Like the purple Shroobs*, Dr. Shroob's weapon will shine if he's attacking Mario and he'll spin if he's attacking Luigi. You can jump to avoid the shots, but if they use their power-up mushrooms, you'll have to counter with hammer attacks. Stomp them to knock the mushrooms away before they can use them.

19) Lakitufo

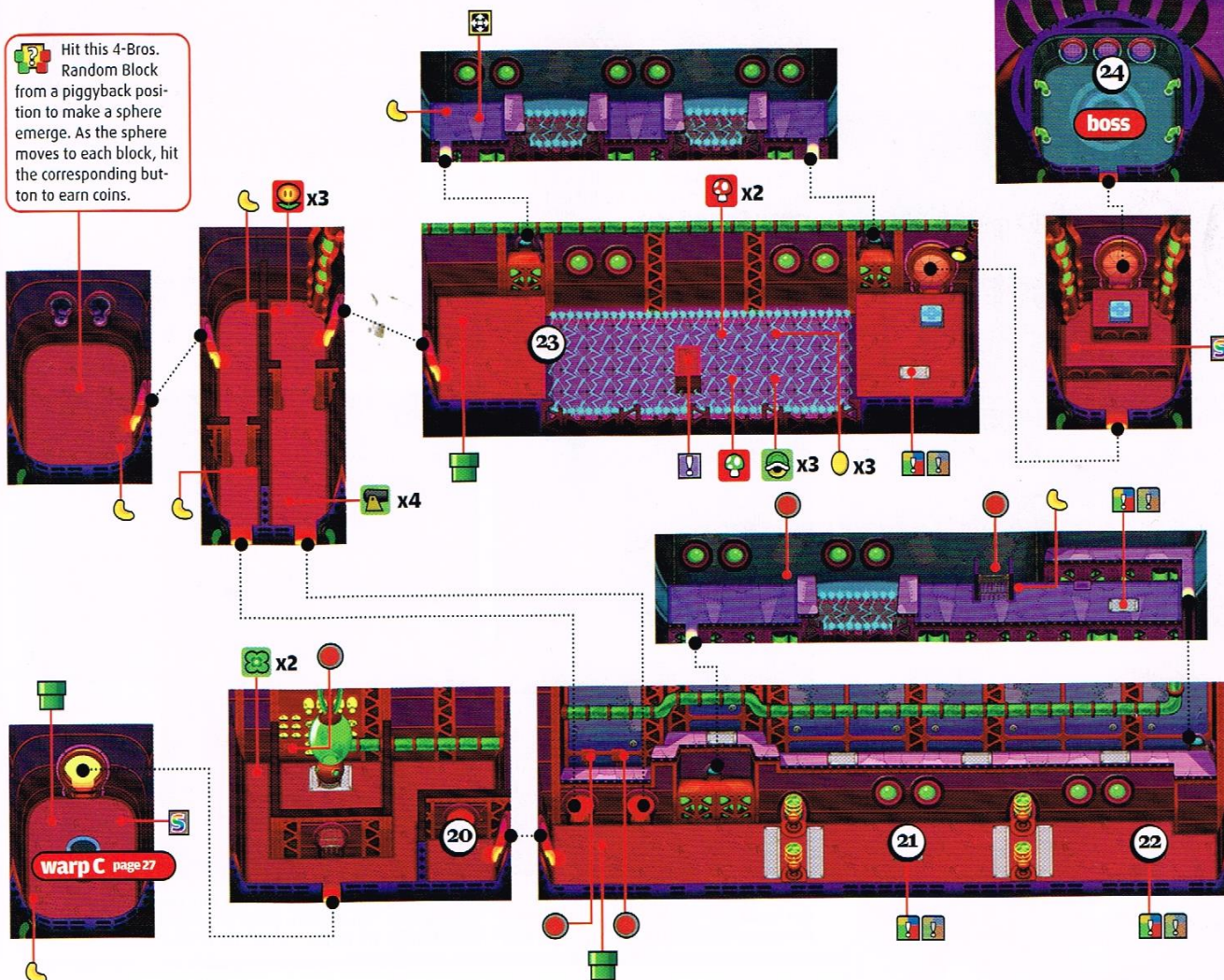
HP
20

Lakitufo likes to drop Spiny Shroopas to do his dirty work. If Lakitufo spins too long and dives low, however, you can jump on it to initiate the battle with an advantage.



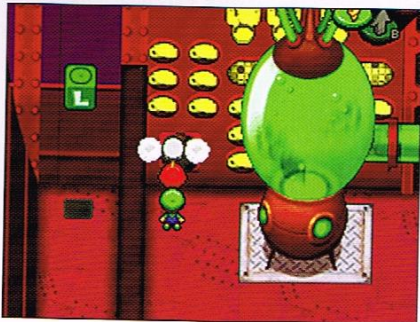
Lakitifo will drop rolled-up Spiny Shroopas, so knock them back with hammers or risk getting poisoned. When Lakitifo spins out of control and falls out of the ship to attack, immediately jump out of the way. Look at the icons in the upper-left part of the screen to determine how to defend.

 Hit this 4-Bros. Random Block from a piggyback position to make a sphere emerge. As the sphere moves to each block, hit the corresponding button to earn coins.



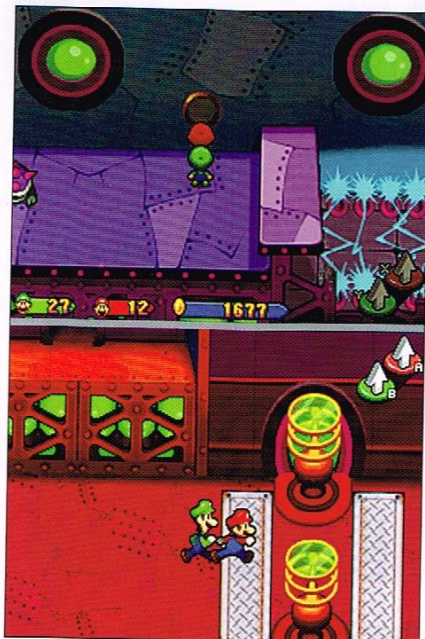
20 Button Masher

Toss the babies from the adults' shoulders and, using the Baby Drill, send the youngsters under the gate. Defeat the Spiny Shroopas if you wish, then hit the red button on the north wall. Rejoin the adults and go through the door.



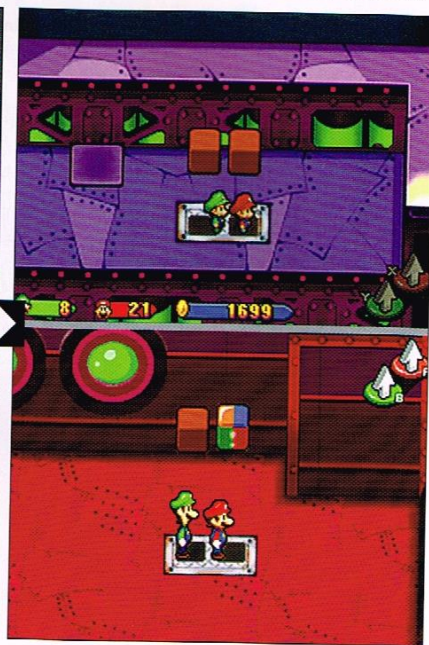
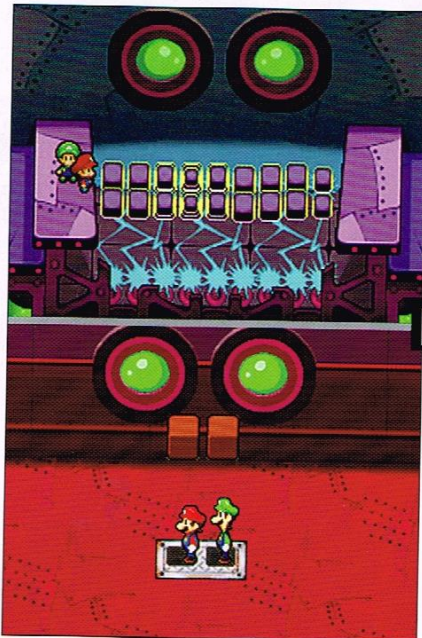
21 Deactivation Nation

Toss the babies to the upper ledge, then send them into the doorway and hammer the red button. This will deactivate the blue shield, allowing the adults to continue to the right, where you'll find Simultaneous Blocks. Hit the blocks to activate a bridge for the babies to cross.



22 Pound for Pound

Use the babies to hammer the next red switch to deactivate the next blue barrier, then move both teams right until they reach a matching set of Simultaneous Blocks. Using both screens, hit the blocks in sequence to create a step for the tots.

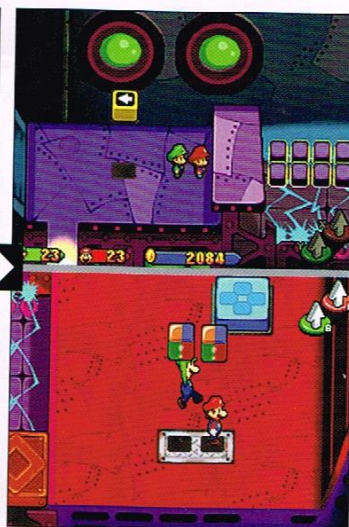
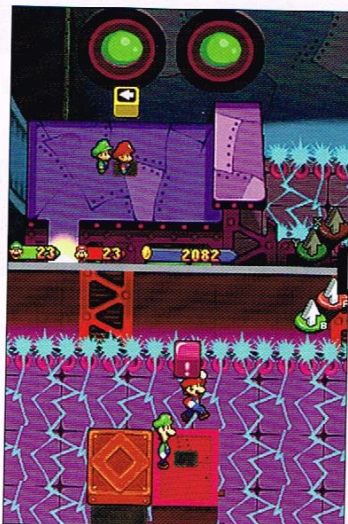


Once you've activated the Simultaneous Blocks, a platform will appear and allow the babies to reach the next ledge and go out the door.

Head left after passing through the door. Use Baby Mario's hammer to break the boxes, and hit the two red switches at the end of the walkway.

23 Electric Avenue

When you come across a brown floating platform above a pit of electrical energy, toss the babies up to the ledge and place the adults on the platform. Like before, let the babies move the platform to the right using the Control Block.



Stop the platform when it reaches the island that has an Event Block floating above it. Hit the block to create a bridge for the tykes, then take the platform to the other side of the pit.

After reaching the other side of the pit with the adults, use the Simultaneous Blocks to create a second bridge. The babies can cross the bridges and exit the room to reunite with the adults.



boss Swiggler

HP
250

A massive centipede-like creature named Swiggler resides deep within the Vim Factory, sucking out the Vim through the forest and using it to power the Shroobs' UFO forces. If you use your attacks wisely, you can take out Swiggler and shut down the factory for good.



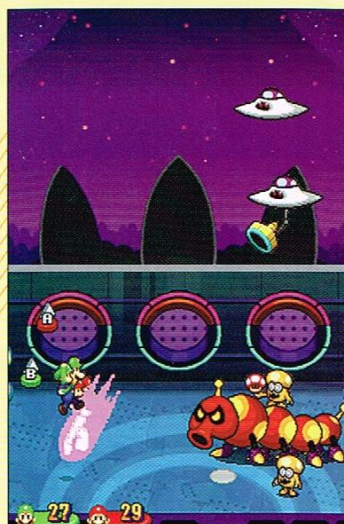
Swiggler will be flanked by two Dr. Shroob grunts. Dodge their laser attacks as usual and wait for them to pull out mushrooms. If they use the mushrooms on themselves, be ready to counterattack with the hammer via the X Button for the Mario pair or the Y Button for the Luigi duo.



Avoid attacking a Dr. Shroob grunt while it has a red mushroom. The mushroom will fall into Swiggler's frosty beverage and cause Swiggler to regain health when he takes a sip. However, if the Dr. Shroob has a grey mushroom and you knock it into Swiggler's drink, it will poison Swiggler. Its heavy drinking will be the end of it.



After it takes a swig of its poisoned drink, Swiggler will turn green and be vulnerable. It'll be unable to attack, so hit it with either hammer attacks or jumping moves.



If you allow Swiggler to take a gulp of its regular green drink, it'll use it to charge up two UFOs on the top screen. The UFOs will fire heavy laser blasts at Mario and Luigi, with the lower of the two firing at Luigi and the upper one attacking Mario. However, keep an eye on them; if they switch places, they will still attack the brother that they were targeting originally. Jump over the blasts as they come into the bottom screen.



Sometimes Swiggler will blow purple clouds at the brothers, and they'll need to use the hammer to stop them. The clouds move slowly, but be ready to bash two of them in a row.

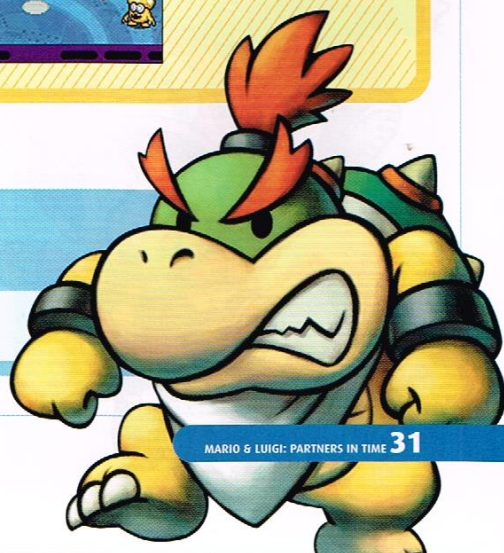


If you hit Swiggler while it's red, it'll counterattack with three quick shockwaves that you'll need to jump over. You won't do much damage when it's red, so focus on the Dr. Shroobs instead.



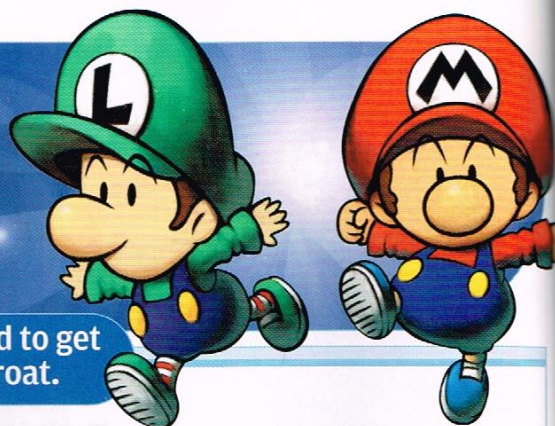
24 Shard 2

When you defeat Swiggler, you'll find that it's been concealing a Cobalt Star shard. Unfortunately for the Mario brothers, Baby Bowser is nearby, and he'd rather keep it for himself. ...



Into the Belly of the Beast

Bowser's taken the Cobalt Star shards, and the boys need to get them back—even if it means diving down a dinosaur's throat.



Peach's Castle present

- ☐ Find the professor and learn about new Time Holes. Buy new equipment if desired.
- ☐ Learn the spin jump from the Toadsworths.
- ☐ Head to the library on the second floor. Enter the Time Hole.

Yoshi's Island past

- ☐ Find Kylie Koopa and get the scoop on the happenings on Yoshi's Island.
- ☐ Follow Kamek to the top of the mountain and defeat him in battle.

Yoob's Belly past

- ☐ Find and rescue the Yoshis to create a passage through Yoob's innards.
- ☐ Proceed through Yoob's gastric region. Free the Yoshis in the eggs. Get Toadbert's drawing.
- ☐ Defeat Sunnycide and get the Cobalt Star shards back from Baby Bowser.



Peach's Castle

Not much has changed in Peach's Castle since the boys' last visit, but check the shop for new items and dig for beans at any X spots with the Baby Drill. Report to Professor E. Gadd when you're ready.

1 Do the Time Warp Again

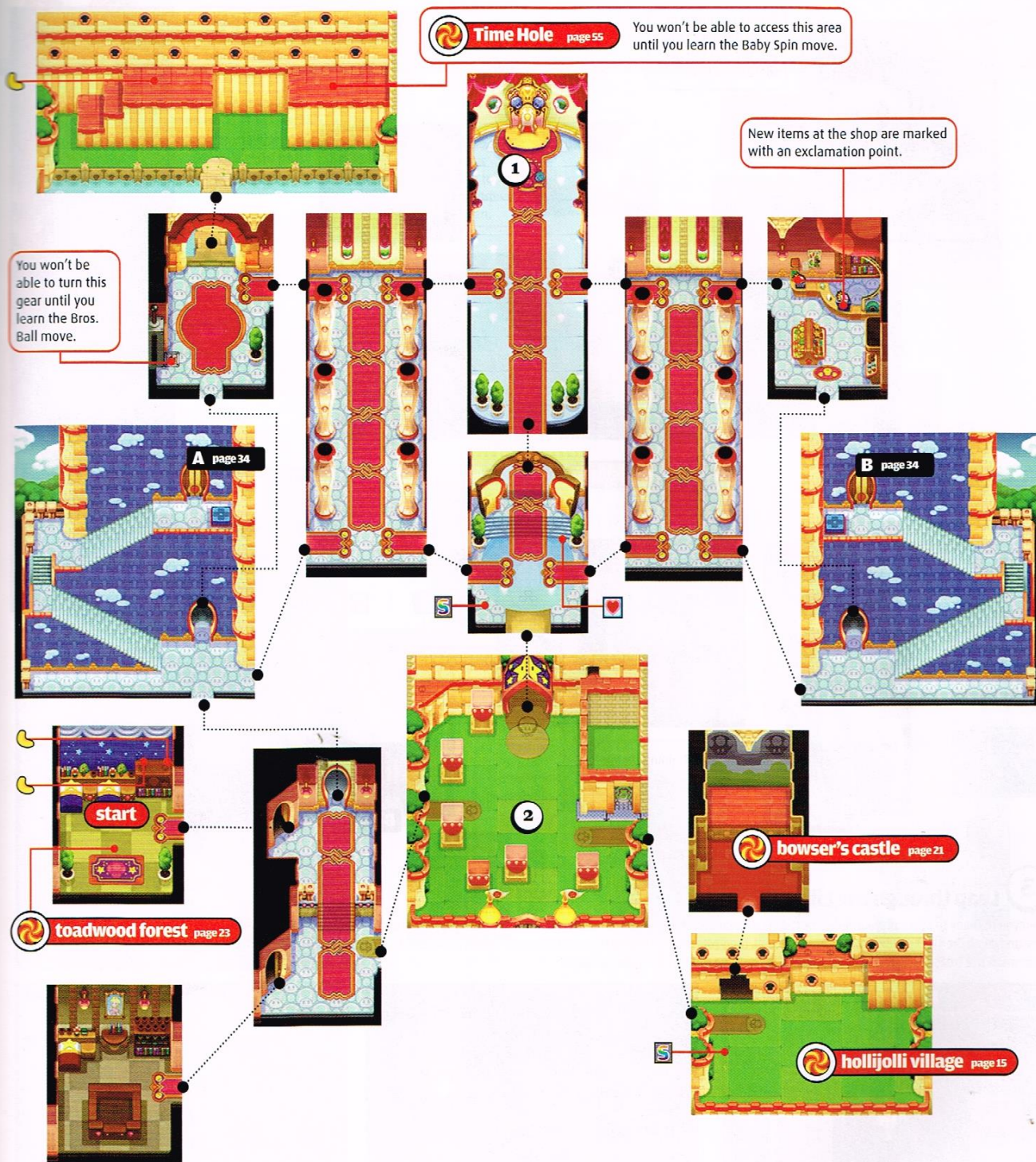
When you check in with the professor, he'll explain that Time Holes have popped up all over the castle. The one to the right of the garden leads back to Hollijolli Village and the one in the northwest room is inaccessible for now, but the one in the second-floor library grants access to your next objective. You can't get there yet, so head to the garden.



2 Spin Jump

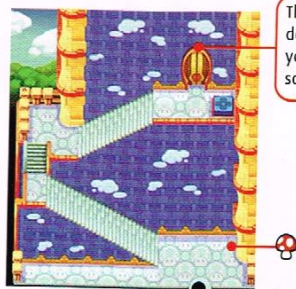
Out in the garden, the two Toadsworths have put aside their differences and are desperately trying to entertain Baby Princess Peach. Their twist move seems to do the trick, and it serves as the perfect inspiration for Mario and Luigi. By pressing the R Button while in control of only adult Mario and Luigi, you'll change the icons in the upper-right corner of the bottom screen to the spin-jump command. Press the B Button to make Luigi hop onto Mario's shoulders, then press the B Button again to fly for a short distance. A training course lets you get in some practice.





Explore the Castle

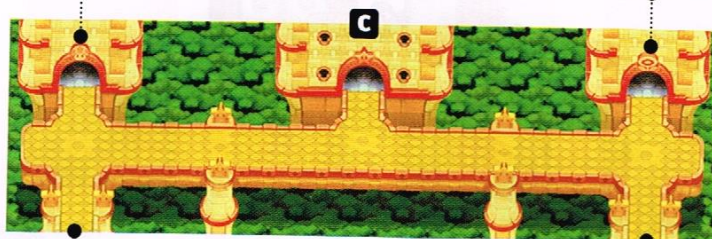
If you haven't spent much time exploring Peach's Castle yet, now is a good time. There are plenty of coins and items free for the taking, and each new move the Mario quartet learns will let you reach new regions of the castle. Be sure to stop by the shop again—it has new pants for increased Defense and a nice selection of new badges and Bros. Items as well.



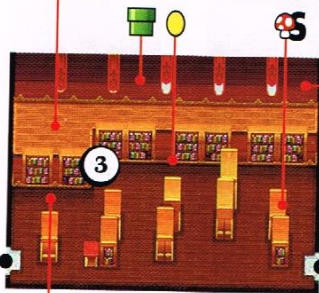
There's not much to do on the third floor yet, but you can get some extra items.



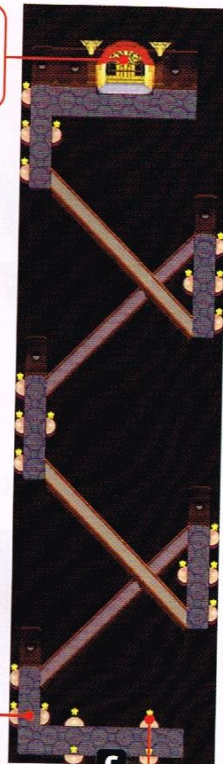
You won't be able to get through this door until you've learned the Bros. Ball move.



yoshi's island page 35



Training Badge



3 Leap through the Library

When you're ready to continue your quest for the Cobalt Star shards, head to the library on the second floor. Toss the tots aside and climb the stacks using adult Mario and Luigi, then your new spin jump to move from bookcase to bookcase. Grab the items in the Treasure Blocks, then head north to the Time Hole on the upper ledge.



Once you've ditched the babies, use the red platform to jump to the top of the bookshelves. Hit the R Button to ready the brothers for their spin jump, then press the B Button twice to hover to the next bookcase.



Take time to collect the items. When you're done, head to the top of the northern shelf and jump into the Time Hole. There's a warp pipe, but you don't need to use it since the tykes will be teleported anyway.



Yoshi's Island

Mario and Luigi's trek through time and space deposits them in a familiar place: Yoshi's Island. The tropical paradise, unfortunately, is experiencing some big problems—namely Yoob, a giant pink dinosaur who's snacking on the populace.

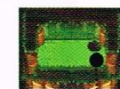
4 Yoob from Shroob

When you enter the hut at point 4 on the map, you'll encounter ace reporter Kylie Koopa. She'll fill you in on the strange happenings on Yoshi's Island. As she suggests, use the jump pad with the babies to find the Yoshis hiding in the attic. They'll flee shortly afterward, only to run smack into trouble in the form of a hungry Yoob.

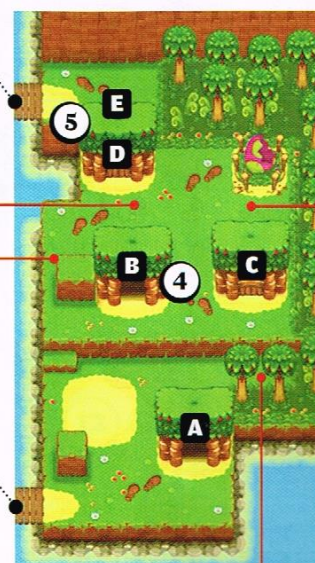
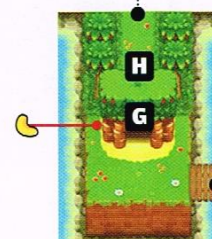
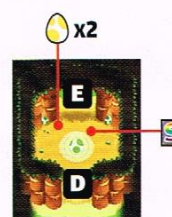
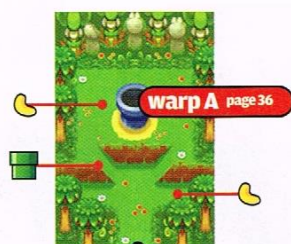
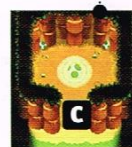


The Yoshis run for it when they sense trouble, but they might have been safer indoors. Outside, they have no protection against Yoob, who turns them into tasty treats to satisfy his voracious appetite.

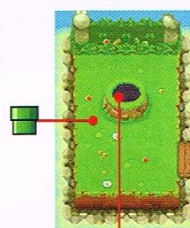
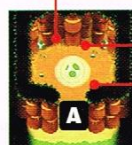
100 Hammer this block down to ground level to retrieve the 100-coin token.



20 x2



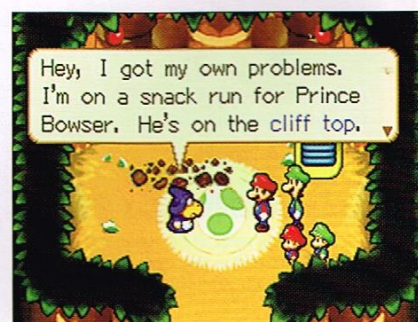
Shroom Badge



peach's castle page 34

5 Kamek and Cookies

In the hut next door to where you encountered the Yoshis, you'll find Baby Bowser's lackey Kamek gathering snacks for the little Koopa prince. He'll take off in short order, but after nearly becoming Yoob's dessert he'll open the door to the northern hut, allowing Mario and Luigi to give chase. Head after him if you ever want to see those Cobalt Star shards again, but grab the beans and items in the huts first.





6 Spit Up

When the crew catches up with Kamek, he will set fires to prevent them from getting any farther. Luckily, Baby Mario has a special talent: the ability to retain vast quantities of water and spit it back up. To put this skill to use, separate the babies from the adults and lead Baby Mario to the water fountain. He'll keep drinking until you move him away from the water. Once Baby Mario's belly is full, have Baby Luigi hammer him on the noggin by pressing the Y Button, causing baby Mario to spew. Use this technique in front of Kamek's fires—you'll extinguish them in no time.



7 Pidgit

Pidgits are tricky, so watch them closely. After they float to the upper screen, if they swoop left first, they'll attack Mario. If they swoop right first, they'll attack Luigi.



If a Pidgit hops and lets out a noise as it starts to descend, it'll pause and laugh before it attacks. Delay your jump to avoid the Pidgit's dive.

8 Gnarantula

Gnarantulas use slow, bouncing attacks that you can counter with a hammer swing. When they make their second hop and are coming down on one of the brothers, unleash the hammer swing.



If you initiate the battle by jumping, you'll knock off the cloud covering and reveal what type of Gnarantula you're fighting. Don't jump on the spiky green ones! If the Gnarantulas are covered with clouds, use hammer attacks to be safe.

9 Baby Shower

Since there's no water at ground level to extinguish the second flame, you'll have to send the babies up into the clouds by using the jump pad. Fill Baby Mario with water, then have him spit into the blue block. The water will flow downward and extinguish the fire below. With the fire gone, the Mario Bros. can activate the red block.



11 Spit and Spin

Baby Mario and Baby Luigi will have to go up into the clouds to rain down more spit, but it won't reach its intended destination unless the blocks below are spun into position. Jump up and hit the yellow Pipe Blocks to rotate them until they match the screenshot below, then have Baby Mario spit into the blue block to douse the fire.



10 Waterlogged

More flames prevent the foursome from getting to the green block, so Baby Mario will need to use his spitting ability once again. Send the babies into the cave by using the Baby Drill to burrow under the grate, and fill Baby Mario's belly with water. Smack him silly to have him spit water into the two hollow logs. The spit will travel through the logs and put out the flames.



Once the fires are extinguished, let adult Mario and Luigi spin-jump from platform to platform. Hit the green block to cause a large block to materialize to the east.

12 Coconutter

A twinkle in a Coconutter's eye indicates it will throw a spear at one of the bros, whereas a blowpipe appearing behind Mario or Luigi signals a poisoned dart. Either way, be prepared to jump.

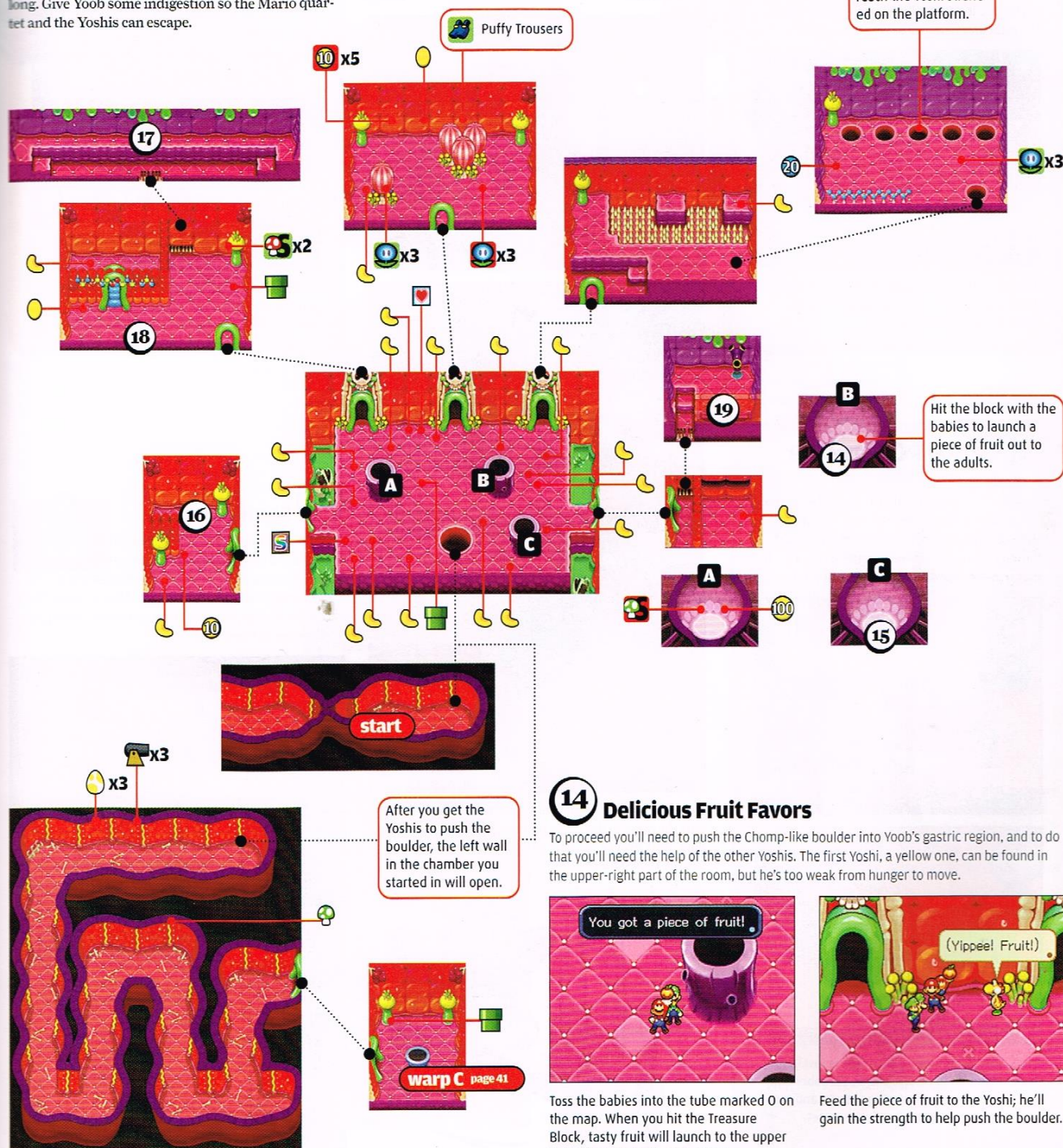


When a Coconutter has its spear pointed skyward, it can be a real pain in the rump. Use hammer attacks instead of jumps in such a situation.



Yoob's Belly

And you thought Yoob was big before! Now that Yoob's multiplied in size, he's big enough to live in—and surprisingly comfy—but you won't want to stay long. Give Yoob some indigestion so the Mario quartet and the Yoshis can escape.





15 Bully

HP 46

A Bully will attack by charging at one of the bros and then returning for another pass from behind. Jump over it each time it passes. Listen for the sound of the attack to help judge when to jump.



When you attack the Bully, usually it will become angry and its power and speed will increase, making it tougher to avoid.



16 RC Shroober

HP 58

Beware the RC Shroober's toys. Robots circle beneath the bros and then detonate, so jump repeatedly to avoid damage. Saucers lift the brothers; use a hammer against them as you're being levitated.



Watch the RC Shroober when it leans just before its toy moves in to attack. The RC Shroober will face the screen when attacking Mario, and turn its back to indicate that Luigi's the target.

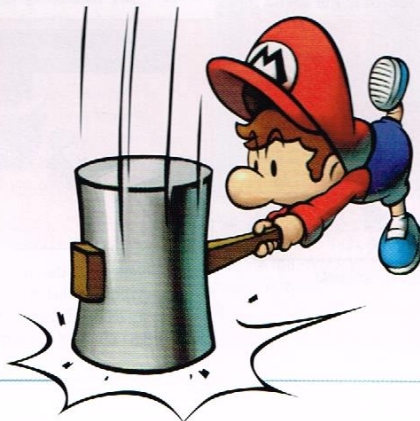
17

Color Code

In the upper-left room, use Baby Mario and Baby Luigi to hammer the large buttons so they're the same colors as the bulbs on the wall: blue and yellow. This will reveal a grate, so burrow into Yoob's guts (icky) with the Baby Drill to get underneath it. In the next room, you'll have to hammer more buttons.



You must match the colors of the buttons in the room past the grate to the colors of the bulbs above the locked door. Walk over to the door with the adults so you can see the color pattern.



18 Dry Bones

HP 53

Dry Bones are fairly easy to defeat. Their only attack consists of throwing bones at the bros. Use whatever attack method you're most comfortable with to defeat them.



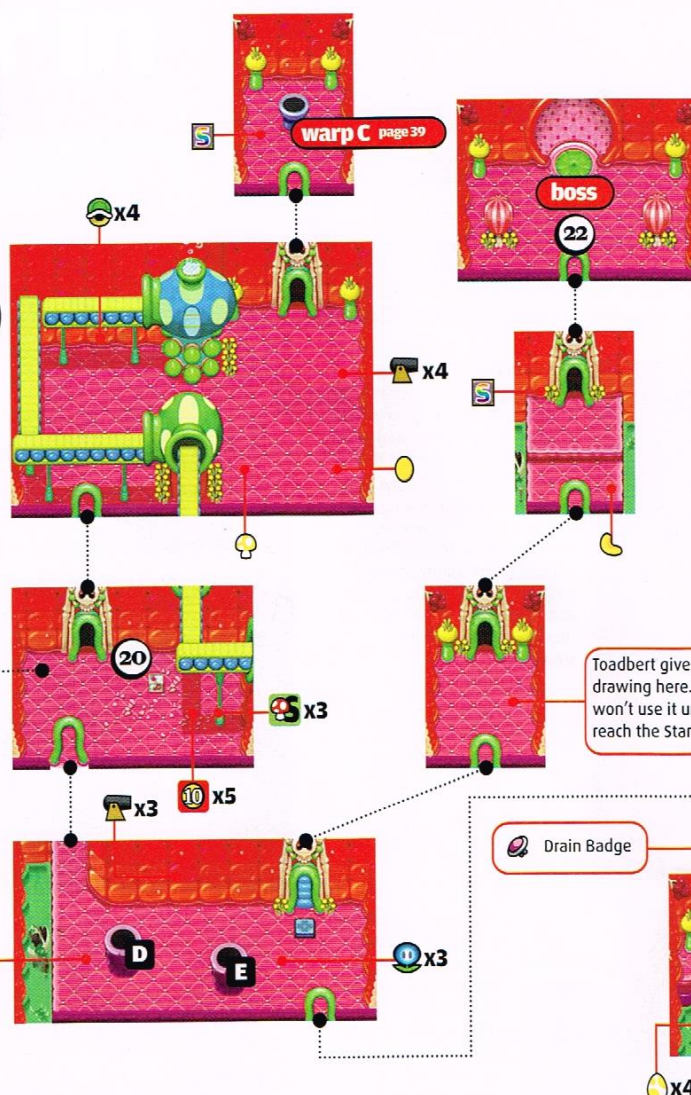
If a Dry Bones jumps before tossing a bone, stand your ground; the bone will bounce harmlessly over your head. Otherwise, be ready to jump.

19

Squirt Gun

Use the Baby Drill to send Baby Mario and Baby Luigi under the grate and into the back room, then use Baby Mario's water-spitting skills to shoot through the opening and hit the circling saucer in the room below. After a couple direct hits, it will explode, blowing a hole in the wall. Defeat the RC Shroober to free the blue Yoshi.





Toadbert gives you his drawing here. You won't use it until you reach the Star Temple.



x2

x3

x5

x3

x4

x4

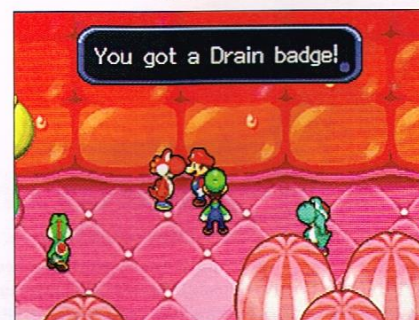
20 Eggcellent

Two of the Yoshis have been trapped in eggs, and only teamwork can free them. Send the babies to the higher level using the jump pad, and fill Baby Mario with tasty Yooob water. Position the babies in the upper-right corner of the ledge they're on, and the adults under one of the eggs in the blocks. Jump beneath the egg to launch it into the air, then time Baby Mario's mighty spit to hit the egg and slam it against the far wall, breaking it and freeing the Yoshi within. Repeat this tactic for the second egg, then reunite the bros.



21 Speaking Skills

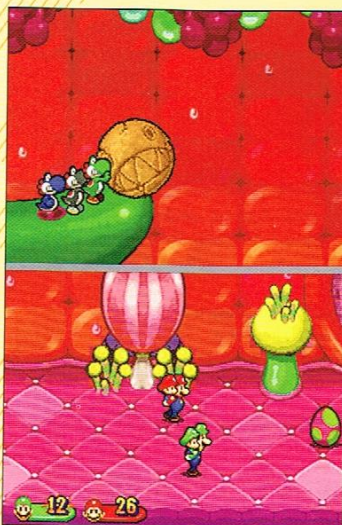
When you get to the lowermost chamber of Yooob's innards, be sure to talk to all the Yoshis there. Some of them will give you valuable items: four Smash Eggs from the blue Yoshi in the lower left, a 1-Up Super from the light-blue Yoshi in the upper right and a very useful Drain Badge from the red Yoshi in the upper left.





boss Sunnycide

Deep within the Yoob's bowels resides Sunnycide, the creature responsible for the egg-manufacturing process. Its eggs are its favorite weapon, but if Mario and Luigi can use its eggs against it, it'll be scrambled in no time.



The Yoshi eggs surrounding Sunnycide should be your primary targets. With each egg you smash, a Yoshi will be set free, and when five of them get together, they'll head to a precipice to roll a boulder at Sunnycide, knocking it over and exposing its weak spot, at which point you should stomp it without mercy. Funny how one Yoshi can roll the boulder all the way to the edge of the ledge but then he mysteriously loses strength. . . .



Occasionally, Sunnycide will try to suck either the Mario or Luigi pair into its mouth, draining their energy and replenishing its own. To counterattack, ready a hammer shot and release it as you get drawn toward the boss.



Sunnycide's favorite attack is to hurl eggs at the heroes. They pack a wallop, but Sunnycide uses a targeting cursor to identify who it's attacking. Watch the cursor then jump out of the way.



When the Yoshis knock Sunnycide on its back, it'll sometimes turn out the lights and send out a Boo. Watch for which arm pulls the cord (right arm for Mario, left arm for Luigi) and prepare a hammer counterattack. If you fail to counter, the Boo will steal an item from you.



Sunnycide's other attack from the prone position is to yank a chain that opens a hole beneath either the Mario or the Luigi. Watch its arms to determine which duo it's after, then jump as soon as the ground beneath the targets starts to fluctuate.



22 Shards 1 & 2 (again)

After a jump from Yoob's rump, head back to Yoshi Village, where Baby Bowser's appetite gets the better of him. An upset stomach forces him to cough up the Cobalt Star shards. Gross.



Danger in the Desert



Desert dunes and dank caves await the Mario Bros. Can the boys save Princess Peach before she becomes plant food?

Peach's Castle **present**

- ☐ Talk with Professor E. Gadd to learn about more Time Holes.
- ☐ Go to the garden to learn the Bros. Ball move from the Toadsworths.
- ☐ Use the Bros. Ball to reveal the warp pipe leading to the basement. Visit Fawful.
- ☐ Use the Bros. Ball to race to the top of the tower and open the door. Enter the Time Hole.

Gritzy Desert **past**

- ☐ Activate the four statues to free the Event Block from the crystal.
- ☐ Hit the Event Block to reveal the secret entrance to the Koopaseum.

Koopaseum **past**

- ☐ Make your way past the Koopaseum obstacles.
- ☐ Defeat the Shrooboid Brat.

Gritzy Caves **past**

- ☐ Play Monty Mole's matching game to create a bridge and proceed through the caves.
- ☐ Overcome Monty Mole's timed challenge using the Bros. Ball.
- ☐ Use the Bros. Ball to turn the gear and collect the coins with the babies.
- ☐ Defeat Petey Piranha and escape from Gritzy Caves.



Peach's Castle

present

With the Cobalt Star shards back in their possession, the Mario Bros. return to Peach's Castle. As usual, the castle shop has stocked up on useful new equipment, and a new move will soon open up even more of the castle for exploration.

1 Take Time to Talk

Your first priority back at the castle is to visit with the professor. He'll examine the drawing you got from Toadbert, but he won't quite be able to figure out what it means yet. For now, follow his advice and try to collect more Cobalt Star fragments.

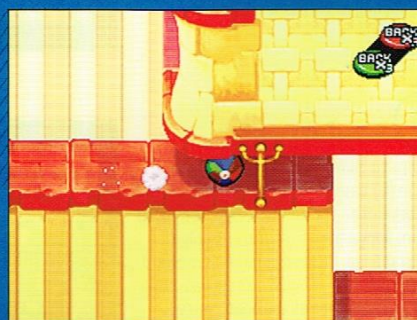


warp A page 44



2 Bros. Ball

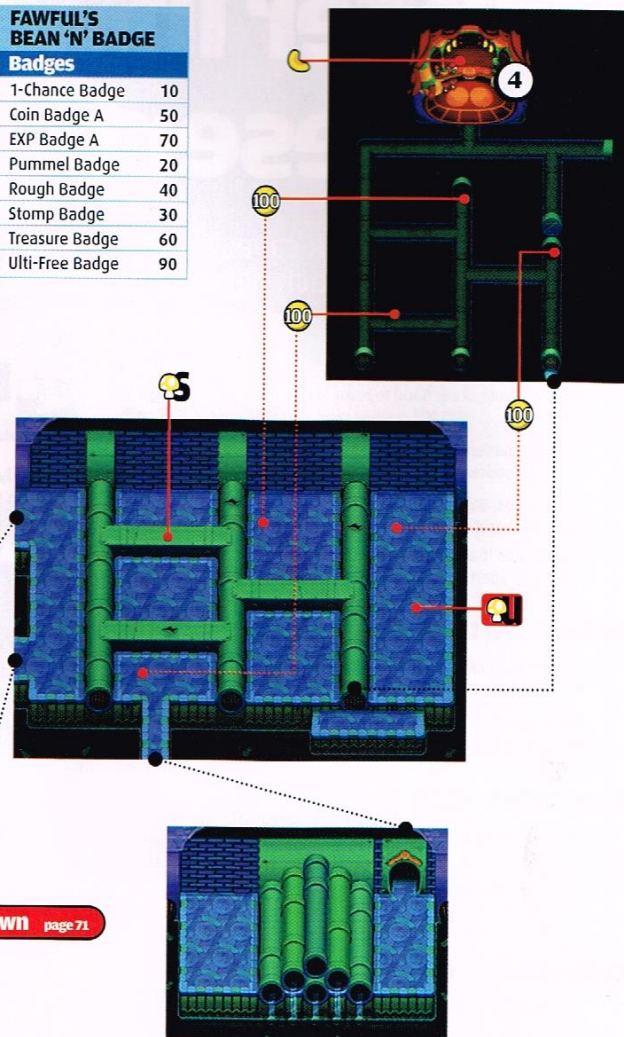
After speaking to the professor, head out to the garden to learn another new move as the Toadsworths endeavor to amuse Baby Peach. This spine-contorting move is called the Bros. Ball, and it allows adult Mario and adult Luigi to grab hold of each other and turn into a spinning ball. The ball can move very quickly, even up ramps, plus it can fit into small places and even activate certain machines. Take that, Samus Aran! To use the move, press the R Button to bring up the Bros. Ball icon, then push the A Button to initiate the maneuver and the Control Pad to move around.



Fawful's Bean 'n' Badge sells badges not available anywhere else in the game, but it accepts only beans as currency—not coins. Unlike at regular stores, your Stache status doesn't affect the prices.

FAWFUL'S BEAN 'N' BADGE

Badges	
1-Chance Badge	10
Coin Badge A	50
EXP Badge A	70
Pummel Badge	20
Rough Badge	40
Stomp Badge	30
Treasure Badge	60
Ulti-Free Badge	90



3 Base(ment) Ball

As the Toadsworths suggest, head to the strange machine in the northwest chamber on the first floor of the castle and use the Bros. Ball to spin against the large gear embedded in the left wall. Keep spinning against it until the gauge on the side fills up—a pipe leading to the castle basement will appear.



4 Fawful Deals

By using the Baby Drill you can enter the pipes in the basement. Within them you'll find none other than the rambling Fawful, making a return appearance from Mario & Luigi: Superstar Saga. He doesn't have his mustard of doom this time, though; he's set up a shop where you can trade all the beans you've been collecting for badges.



5 Transform and Roll Out

Head to the large tower in the middle of the second floor. Although climbing the stairs within the time limit was impossible before, it should be easy with the Bros. Ball. Jump to hit the Event Block, then transform into the Bros. Ball and race up the stairs.



Remove the babies from the adults' shoulders, then hit the Event Block. Activate the Bros. Ball as soon as possible and start rolling up the winding stairs.

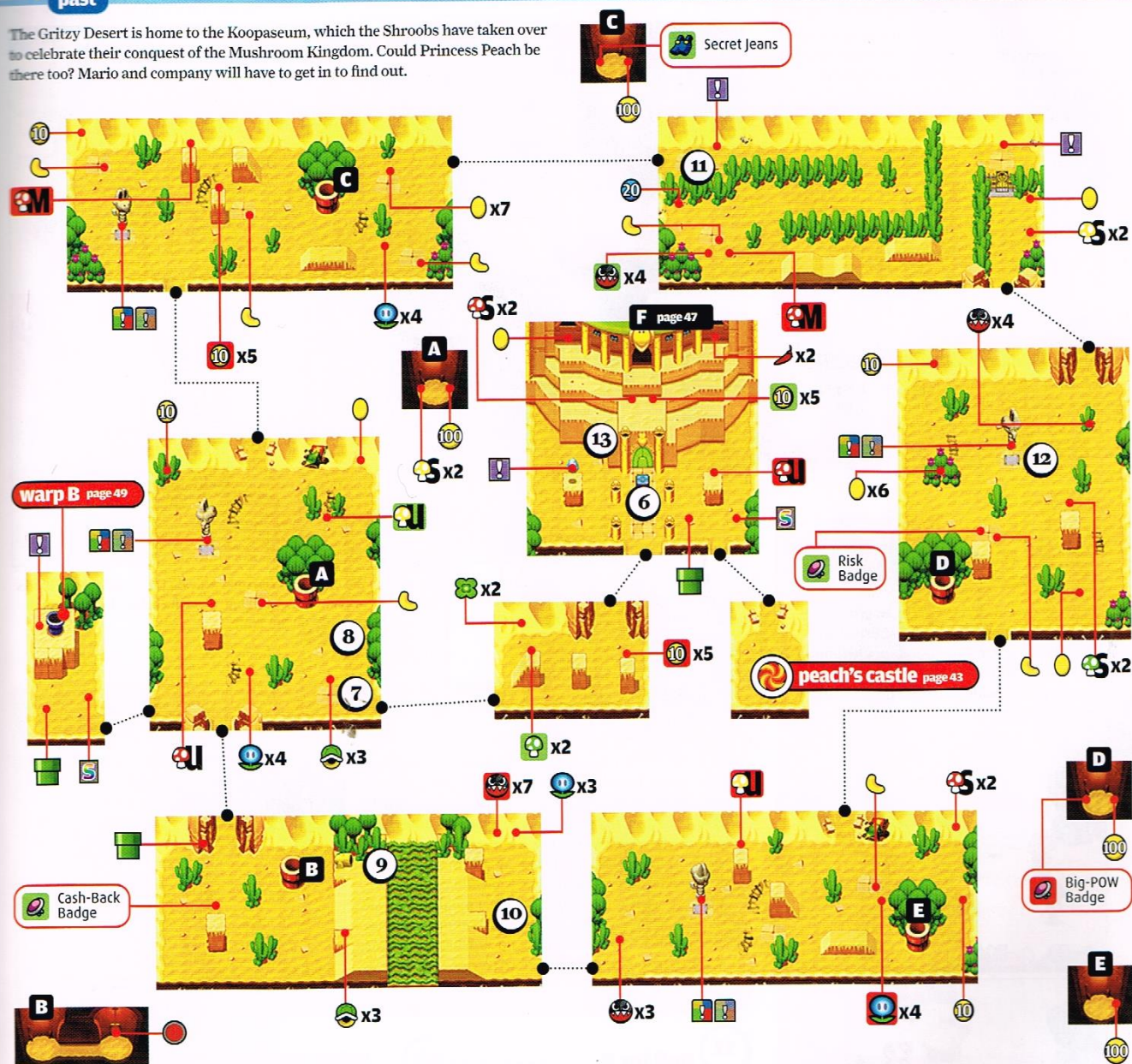


Once you've reached the top, quickly unroll the Bros. Ball, switch back to jumping mode by pressing the R Button, then hit the Event Block to open the door.



Gritzy Desert

The Gritzy Desert is home to the Koopaseum, which the Shroobs have taken over to celebrate their conquest of the Mushroom Kingdom. Could Princess Peach be there too? Mario and company will have to get in to find out.



6 Shroob Stampede

The most obvious way into the Koopaseum is through the front door, but a few dozen Shroobs will chase the brothers away. Shortly afterward you'll meet up with Kylie Koopa, who advises Mario to find four Koopa statues in the desert. The statues are rumored to have some connection to a secret entrance.



Eliminate Your Enemies

The objective in Gritzy Desert is to activate two pairs of statues almost simultaneously—the northern and southern statues, and the eastern and western statues. You'll have to separate the adult and baby duos to do so, but before you split your party and decrease your strength, explore the desert and eliminate every enemy you can find. While you're traveling the desert, you'll come across a few Treasure Blocks located on pillars that are too high to jump to. You can come back and retrieve the items after you've learned the Baby Spin move.



7 Shrooba Diver

HP 70

Shrooba Divers like to attack by burrowing under the sand. If they start circling, jump with both bro pairs to avoid the attack. If they pop up in front of you, just smack them with a hammer.



When the Shrooba Divers toss weapons at you, jump the spiky balls. If they throw fish, stand your ground; they'll pass overhead.



8 Pokey

HP 55

Pokeys attack in numerous ways. They'll fire darts and use a ramming attack, both of which you should jump. They'll also toss their lower body segments at you; watch the shadows to tell who's being targeted, and hammer the segments back.



The best way to beat a Pokey is to jump on its head. Hammering the lower sections of a Pokey will cause no damage, but it will limit the Pokey's offensive capabilities.

9

Cannon Fodder

To travel east across the cacti canyon in the southern part of Gritzy Desert, you'll have to use the cannon next to the canyon. To activate it, you'll need to toss the babies into the pipe labeled B on the map.



Send the babies into the pipe, then use the Bros. Ball with the adults and enter the cannon. Hit the switch with the babies to make the adults fly across the gorge.



The older bros can then activate the Simultaneous Blocks for the southern statue. Send the babies to the northern statue to do the same.



10 Bob-omb

HP 35

If a Bob-omb runs up to one bro pair and hops in place, jump to counter its ramming attack. Should the Bob-omb look off to the side, it will change targets, so prepare to jump with the other bro pair. If a Bob-omb is flashing, however, it intends to explode. In this case it will usually stop in front of a bro and hop, then walk forward and attempt to explode right on you. Jump at the last moment to avoid the explosion. Sometimes a flashing Bob-omb will run forward and then start moving up and down, so smack it with a hammer using either bro pair.



11

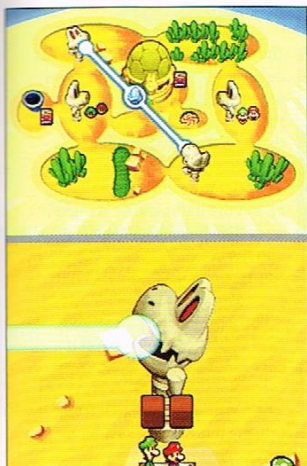
Roll for It

The gate in the northeast region of the desert will be locked until you complete Monty Mole's timed challenge. Remove the babies from the adults' shoulders, then hit the purple Event Block to start the challenge. Activate the Bros. Ball immediately and race through the cacti corridor until you find the Event Block at the end. Deactivate the Bros. Ball and hit the block to impress Monty and cause him to open the gate.

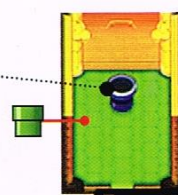
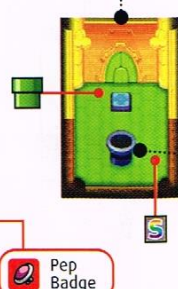
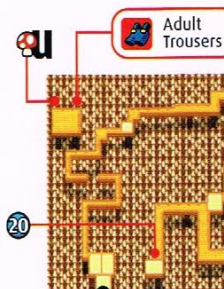
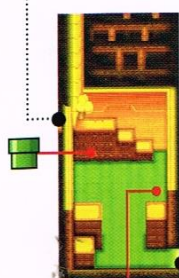
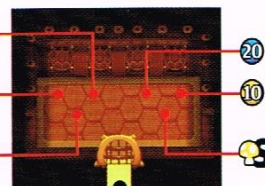
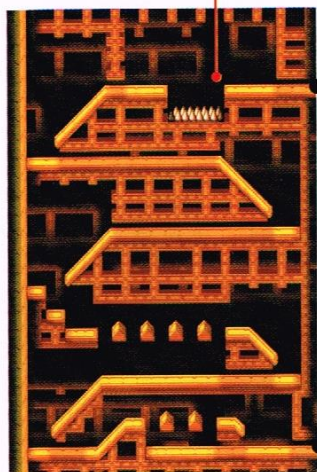


12 East Meets West

The second pair of statues functions just like the first pair. Send one duo to the eastern statue and one pair to the western statue. Hit the Simultaneous Blocks with one duo, then hit the matching Simultaneous Blocks with the other duo before time runs out. Once all four statues are activated, head back to the Koopaseum entrance.



Gain access to this area by hitting the purple Event Block and using the Bros. Ball to fit through the opening. Continue to use the Bros. Ball along with the spin jump to overcome the obstacles.



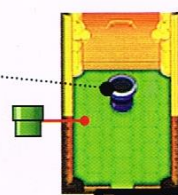
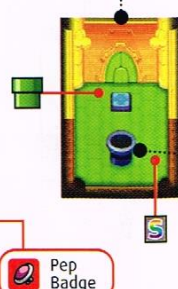
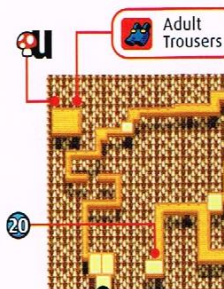
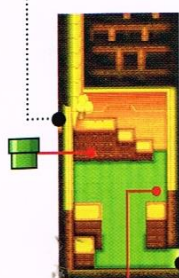
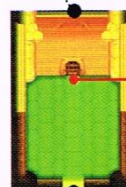
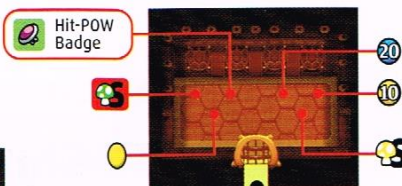
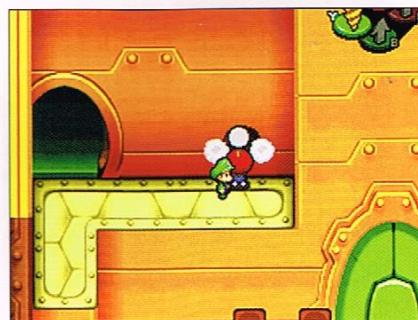
13 Backstage Pass

Once the crystal encasing the Event Block has disintegrated, toss the babies on top of the rock formation so they can hit the block to lower part of the Koopaseum ledge, allowing the brothers to climb up the side of the building. Head up, collect the treasures and enter the Koopaseum through the doorway at the top.



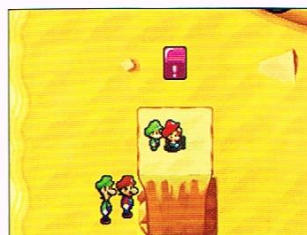
14 Bright Idea

Near the end of the Koopaseum, the brothers encounter a locked door that can be opened only by a switch high above on the wall. To reach it, you'll have to send the babies through a dark, spike-filled passageway similar to the one in Bowser's Castle. Use Mario or Luigi as necessary to activate the Adult Shine Block, then use Baby Mario to hit the small Shine Block and light up the room. Take it slow and be sure to pick up the items in the Treasure Blocks. When you reach the exit, hammer the red switch to open the door.



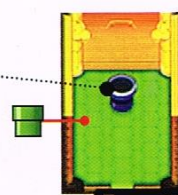
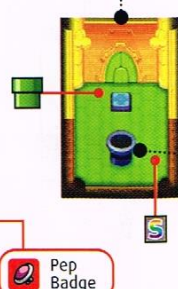
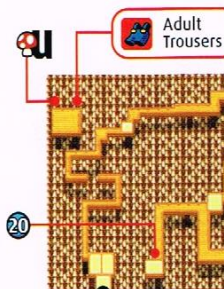
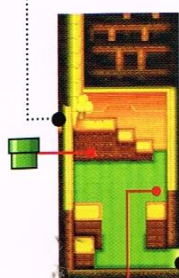
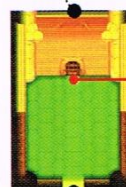
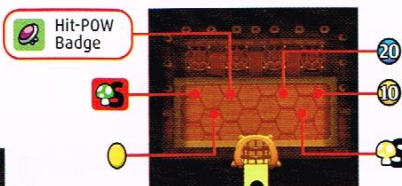
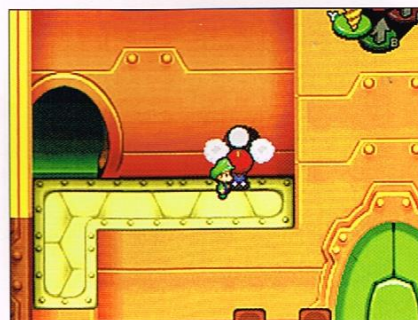
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HP
900

boss Shrooboid Brat

Princess Peach has been eaten and Kylie's been kidnapped, and now a big, ugly, lollipop-suckin' Shrooboid is standing in the Mario quartet's way. We're not sure why the Shrooboid Brat carries a lollipop into battle, or how it manages to keep an endless supply of them in its mouth. The Brat probably has issues.



Apparently the Shroobs believe in democracy, because the Shrooboid Brat will let the crowd on the upper screen determine the target of its next attack by holding up signs. Not surprisingly, more M signs mean Mario will be the target, and more L signs indicate they've got it in for Luigi. At times, the crowd will vote multiple times before the Brat attacks, so be ready to dodge several attacks in a row. Also watch for some trickery by the Shroob spectators; the Mario Ms and Luigi Ls will swap colors from time to time.



The Shrooboid Brat also uses items against the Mario Bros. The items are passed through the crowd on the upper screen and dropped to the Shrooboid Brat; the sign the item passes over indicates which character the item will be thrown at, but the items will be coughed up in the reverse order they went into the Brat's mouth. Furthermore, if a Mushroom gets passed down, the Brat will actually hurl a poison mushroom your way, so be ready to hammer it back as it bounces overhead. Conversely, if you see a Poison Mushroom coming, the Brat will actually throw an HP-restoring Mushroom instead.



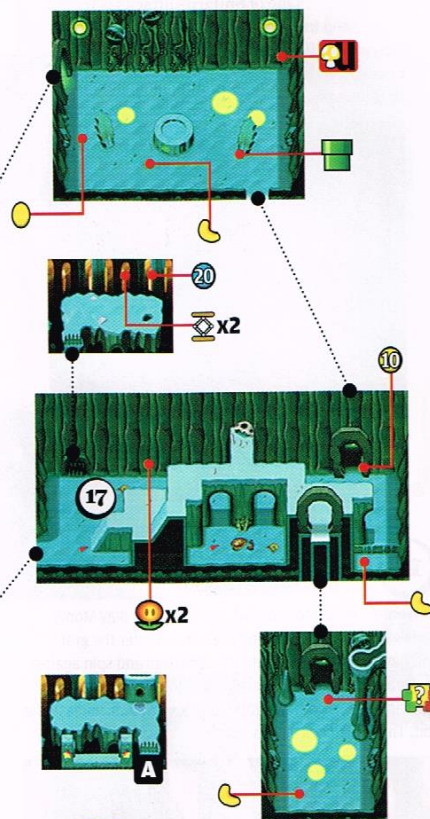
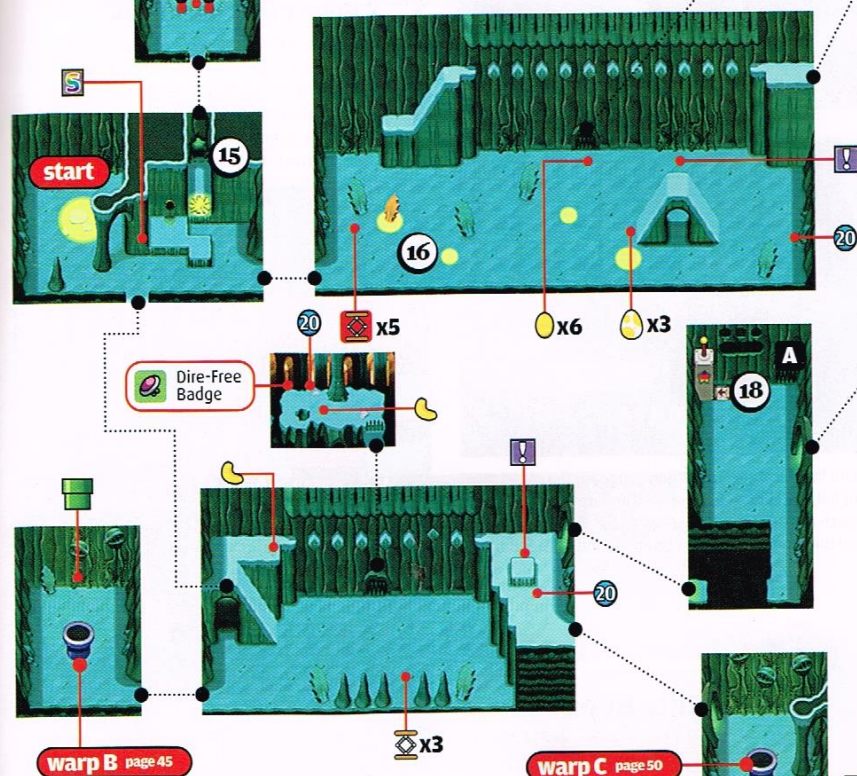
When the Shrooboid Brat raises its lollipop overhead, jump with whichever character received more votes from the crowd. If multiple votes were taken, it'll pull successive suckers out of its puckered mouth to toss your way.



The Shrooboid Brat also receives Fire Flowers from the crowd. Hammer the fireballs away just as you would the Poison Mushrooms.

Gritzy Caves

Monty Mart sells the usual items plus some unique pants and badges. The equipment is interesting but not terribly useful.



15 Welcome to Monty Mart

First use Baby Mario's spitting ability to douse the flames, then use his hammer against the cave's back wall. After a few swings, you'll reveal a door to Monty Mart, a shop run by Monty Moles. The shop has some interesting equipment.



MONTY MART

Badges

- DEF-Peak Badge
- Dire-Free Badge
- Dire-POW Badge
- POW-Peak Badge

Clothing

Muscle Slacks
Svelte Slacks
Thrilling Pants
Tissue Pants

16 Dark Boo

HP
63

Like a regular Boo, the Dark Boo covers its eyes then uncovers one to indicate who it will attack. If it exposes its right eye, it will attack Mario; if it shows its left eye, it'll attack Luigi. The Dark Boo will then appear behind its target and try to steal an item from him, so jump as soon as the ghost appears. If the Dark Boo manages to steal an item, try to defeat it right away; you'll likely get the item back.





17 Snifaro

HP 66

One of Snifaro's attacks is to stop in front of one of the bros and fire two projectiles—one low and one high in random order. Jump the low bullet and let the high one pass harmlessly overhead.



When Snifaro rides its sarcophagus, watch its loop. An upright Snifaro will attack Mario; an upside-down one will target Luigi.

18 Shooting Match

To create a bridge to proceed, you'll need to play Monty Mole's matching game. Send the babies under the grate, and have the adults activate the Bros. Ball and spin against the gear. Fill Baby Mario with water, and when the same item appears in both the upper and lower rows, unleash the spit. Three matches equals victory.



19 Rolling-Race Redux

Another Monty Mole, another timed challenge with the Bros. Ball. Toss the babies into the cave and have them activate the Event Block within. Switch to the adults outside and start rolling to the right with the Bros. Ball.



Ignore the items for now. When you reach the top of the third hill, deactivate the Bros. Ball and use the spin jump to reach the upper ledge. Roll up again and race to the Event Block near the wall to complete this challenge.



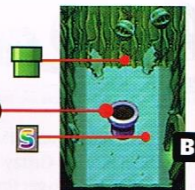
20 Elite Boom Guy

HP 50

If the Elite Boom Guy uses one hand to brace his head-mounted cannon, he'll fire a slow bullet, so wait a bit before jumping. If he uses both hands, he'll fire a fast shot, so jump right away.



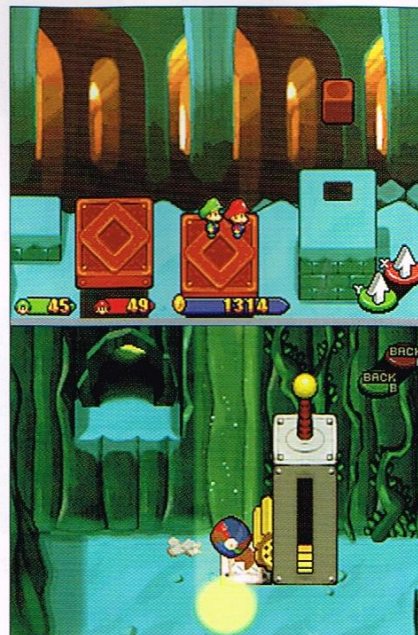
Jumping on the Elite Boom Guy's head knocks his cannon off, but, like his lesser counterpart, he'll soon call for a replacement.



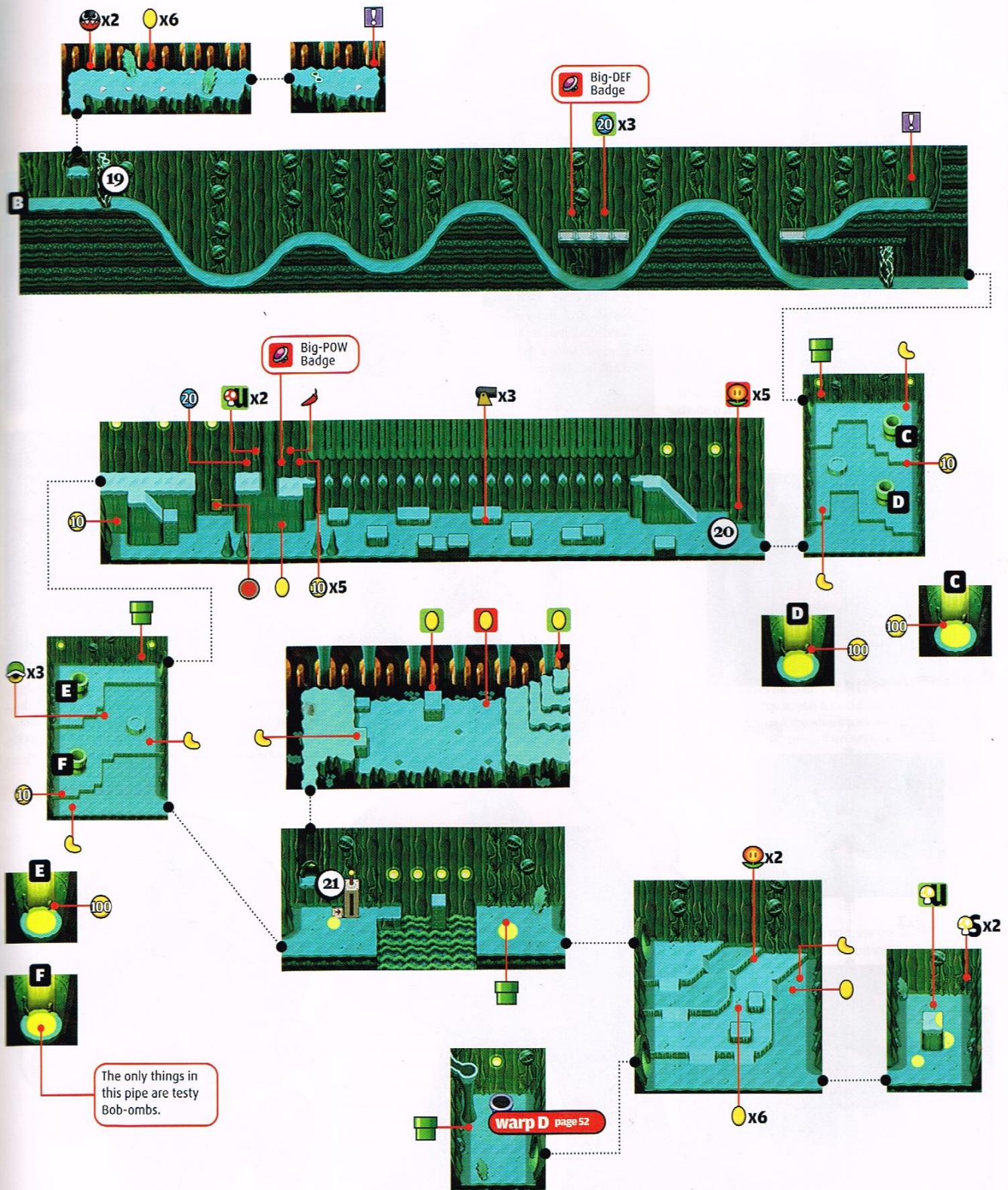
warp C page 49

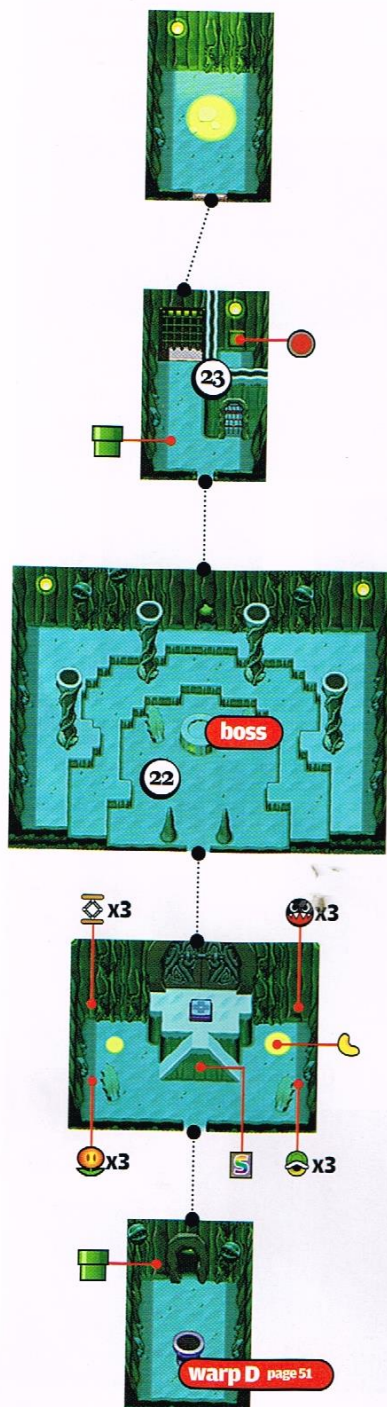
21 Power the Platforms

To get past the thorn-filled pit, you'll need to toss the babies to the upper ledge, where they'll find a cavern that contains floating brown platforms. Set the platforms in motion by using the Bros. Ball with the adults and spinning against the gear. Use the moving platforms to reach the one Mario Block and two Luigi Blocks in the cavern.



You can stop the platforms at any time by deactivating the Bros. Ball via the A Button; this makes hitting the blocks easier. Hitting all three blocks lowers the platform in the thorn pit and allows the adults to cross.





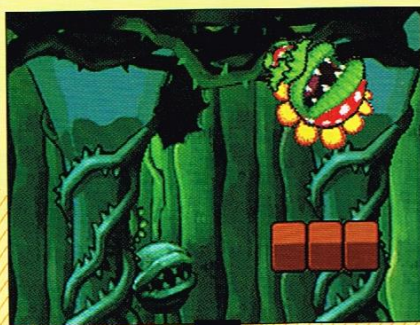
boss Petey Piranha

Apparently not having learned his lesson after being defeated by Mario in previous adventures, the polka-dot-bikini-wearing Petey Piranha is back to cause more trouble. Petey has two main modes of attack: above ground, where he'll cause boulders to fall on the heroes, and underground, where he'll use his pendulum and sinkhole attacks. Jump on Petey's head while he's above ground, and use hammers when he's below.



When Petey heads skyward and returns to Earth upside down and facing the brothers, two boulders will fall: the first one toward Luigi and the second one toward Mario. Jump with Luigi to dodge the boulder, then follow quickly with a jump from Mario. The timing is tricky to master.





When burrowed, Petey will often dig deeper to create a sinkhole that will suck the brothers in. Jump rapidly and repeatedly with both bros.



When Petey falls upside down and facing away from you, he'll attack with boulders just like he did when he was turned the other way. The difference is that the first boulder will come toward Mario and the second toward Luigi. Jump out of the way.



When Petey jumps up and performs a few somersaults before crashing down, the boulders will bounce toward the brothers simultaneously. Jump by pressing both buttons simultaneously to avoid the attack. Petey uses this attack more frequently than his other boulder tactics.



When Petey uses his plant pendulum, a block appears on the top screen with the initial of one of the bros on it. Knock the attack back with the appropriate bro's hammer, then alternate between bros, using hammer strikes to bust the pendulum.

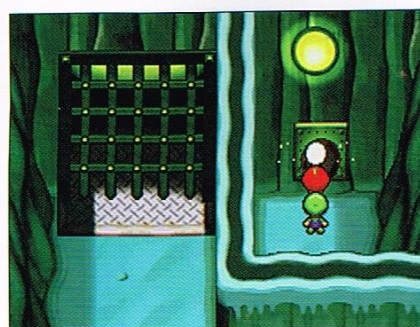


22 Shard 3

When you've defeated Petey Piranha you'll receive a third Cobalt Star shard. You'll also rescue Kylie Koopa from the critter's belly. Kylie claims that she sees someone looking back at her from inside the shard, but more importantly, she's got the scoop on Princess Peach! According to Kylie, the princess is still being held somewhere in the Gritzy Caves. Use Baby Mario's hammer to bust down the northern wall and try to find her.

23 Cave Out

After busting down the cave wall, use the Baby Drill to burrow under the gate, then hit the button with Baby Mario's hammer. The princess is waiting beyond the door! You'll return to Peach's Castle automatically.



Explosive Expedition

Bowser's up to his old tricks again. Mario and Luigi must chase the Koopa king into the depths of a fiery volcano!



Peach's Castle present

- ☐ Head to the garden and learn the Baby Spin and Baby Cakes moves from the Toadsworths.
- ☐ Use the new moves to rescue Baby Princess Peach after she is blown away.
- ☐ Head to the princess's chambers, then follow Bowser into the Time Hole.

Thwomp Volcano Outside past

- ☐ Use the Baby Spin to reach the Event Block and open the door.
- ☐ Use sets of fans to get the babies through the ruins and activate more Event Blocks.
- ☐ Get big air by spinning the gear, allowing the babies to reach new heights.
- ☐ Use the next gear to get even more air. Hit the block on top of the cloud to lower the barrier.
- ☐ Reach the top of the volcano to find the princess's tiara and witness the eruption. Flee down the east side of the volcano.
- ☐ Take refuge in the lab. Use the spin jump to turn the gear and open the door.
- ☐ Turn the crank to let the water flow, then extinguish the flames with Baby Mario's spit.
- ☐ Head back to the summit to battle Mrs. Thwomp. Ride Mr. Thwomp into the volcano.

Thwomp Volcano Inside past

- ☐ Play the Thwomp's slot-machine game.
- ☐ Locate another Thwomp and ride it to the second level of the volcano.
- ☐ Cross the lava and hit the green switch to clear the path for the Thwomp. Take the Thwomp down to the third level of the volcano.
- ☐ Collect 30 gems in the second Thwomp game and hit the red switch. Ride the Thwomp down to the fourth level of the volcano.
- ☐ Hit the blue switch and reach the bottom of the volcano. Defeat Bowser and Baby Bowser.



Peach's Castle

The princess is safe back at the castle, but the adventure is far from over. As usual, check the store for new goods—it has some nice new badges in stock—then head to the garden to learn a few new moves.



gritzy desert page 45

yoshi's island page 35

Item-Fan Badge



holljollj village page 15



bowser's castle page 21

holljollj village page 15

toadwood forest page 23

20 x3



1 Baby Spin

The first new move the Toadsworths teach is the Baby Spin. The Baby Spin knocks the babies high up into the air, letting them reach areas that were previously too high, such as some of the pillars in the Gritzy Desert. To execute the move, use the spin jump with adult Mario and Luigi and collide with the babies. Control will switch to the babies, who will be blown into the air and then descend gradually.



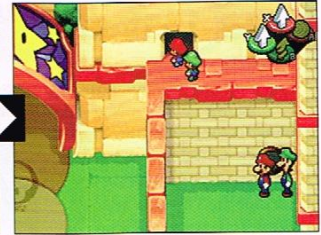
2 Baby Cakes

The second new move, Baby Cakes, flattens the babies into pancake-sized wafers. To use this move, have adult Mario initiate the Bros. Ball, and then simply run over the babies. The babies can still move and jump while flattened, allowing them to fit into very small spaces.



3 Gone with the Wind

A gust of wind will blow Baby Princess Peach into a secret room in the castle, so the Mario Bros. must rescue her as usual. Separate the babies from the adults and use the Baby Spin to maneuver the babies up onto the ledge. Send the babies into the small doorway, then hop up the platforms to the right to save the princess. You can also send the babies over the wall with the Baby Spin, allowing them to hammer the button and open the gate.



4 The Princess in Peril

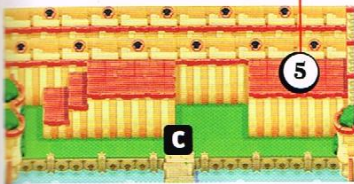
Just when things seem to be calming down, a terrible rumbling shakes the castle. Bowser is back, and he's trying to kidnap the princess again. Go to her chambers on the second floor.

5 King Bowser's Bogus Journey

As he's trying to make his escape, Bowser accidentally smashes the castle floor, causing him to fall into a Time Hole—and the princess falls along with him! Head to the northwestern chamber on the castle's first floor. Stand on the left side of the large gap and use the Baby Spin to reach the Time Hole.

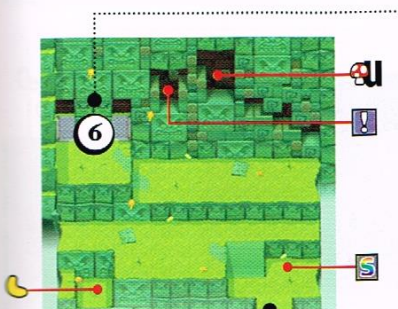


thwomp volcano outside



Thwomp Volcano Outside

Mario, Luigi and the babies will need to strap on their hiking boots for the trek to the top of Thwomp Volcano. This vertically oriented area provides plenty of opportunities to put the new Baby Spin and Baby Cakes moves to good use.

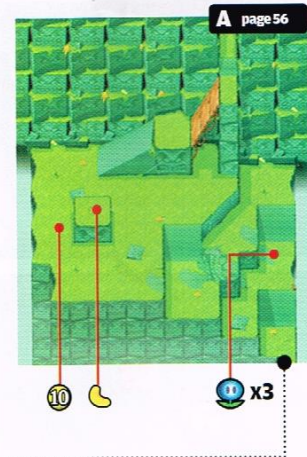
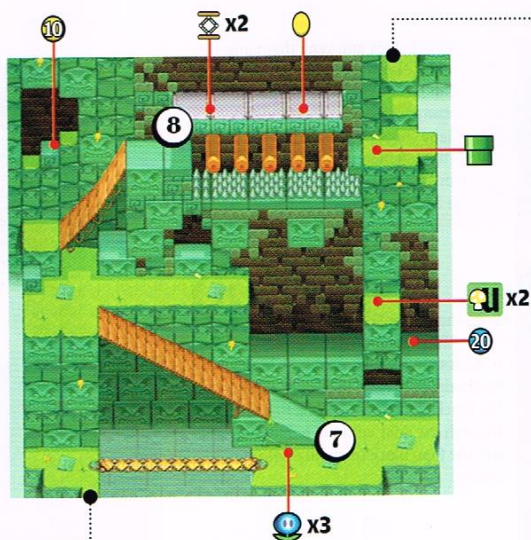


A bridge will appear here, but not until Mario and Luigi hit the Event Block on the other side to activate it. They'll get the chance near the end of their volcanic adventure.

D page 59



peach's castle



A page 56

6 Up an' at 'Em

To reach the Event Block in the wall alcove, activate the Baby Spin and guide the babies to the block. To reach the nearby Treasure Block, use the Baby Cakes move.

7 Thwack

HP 54

The color of the Thwacks gives away which brother they're targeting—pink for Mario, green for Luigi—although sometimes they'll change color just as they begin to attack. Counter with hammers or jumps depending on whether the Thwacks attack high or low; watch the icons on the left side of the screen to help determine which defense to use. They will also call for backup. If the fight drags on, they'll turn yellow, indicating they'll self-destruct and attack both bros.



8 Go High or Go Low, Part 1

There are two ways to cross this spiked pit: use the Baby Spin to get the babies to the upper path (which gives access to a few Treasure Blocks), or use the Bros. Ball to roll across the bottom path. A Warp Block on the other side will let you summon the other duo, so you don't need to do both.



9 Fan-tastic

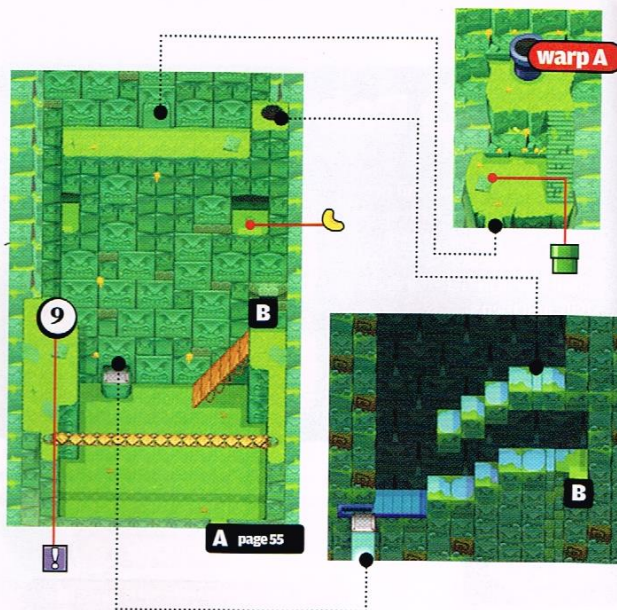
When the bros reach what appears to be a dead end, they'll have to use some ingenuity and teamwork to get through. Ignore the sign and use the Bros. Ball to flatten the babies into Baby Cakes, then switch control to the babies and jump into the small opening.



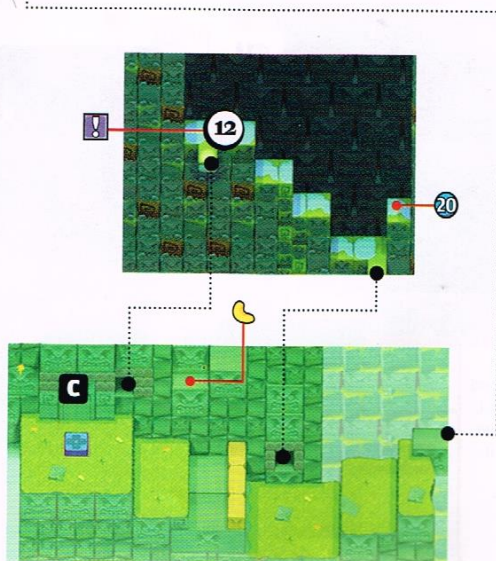
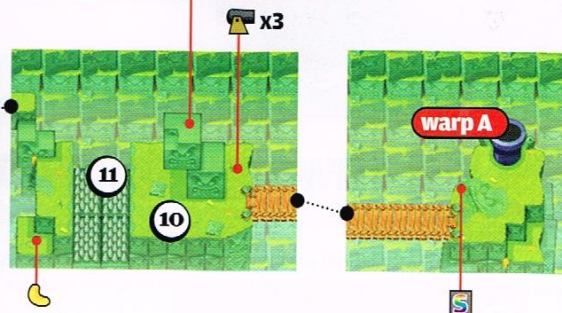
Flatten the babies and send them into the opening. Let the fan lift them to the second level, then use the jump pad to launch the babies back outside. If the Baby Cake effect wears off before the fan blows the tykes up, use the doorway on the lower route to go outside and try again.

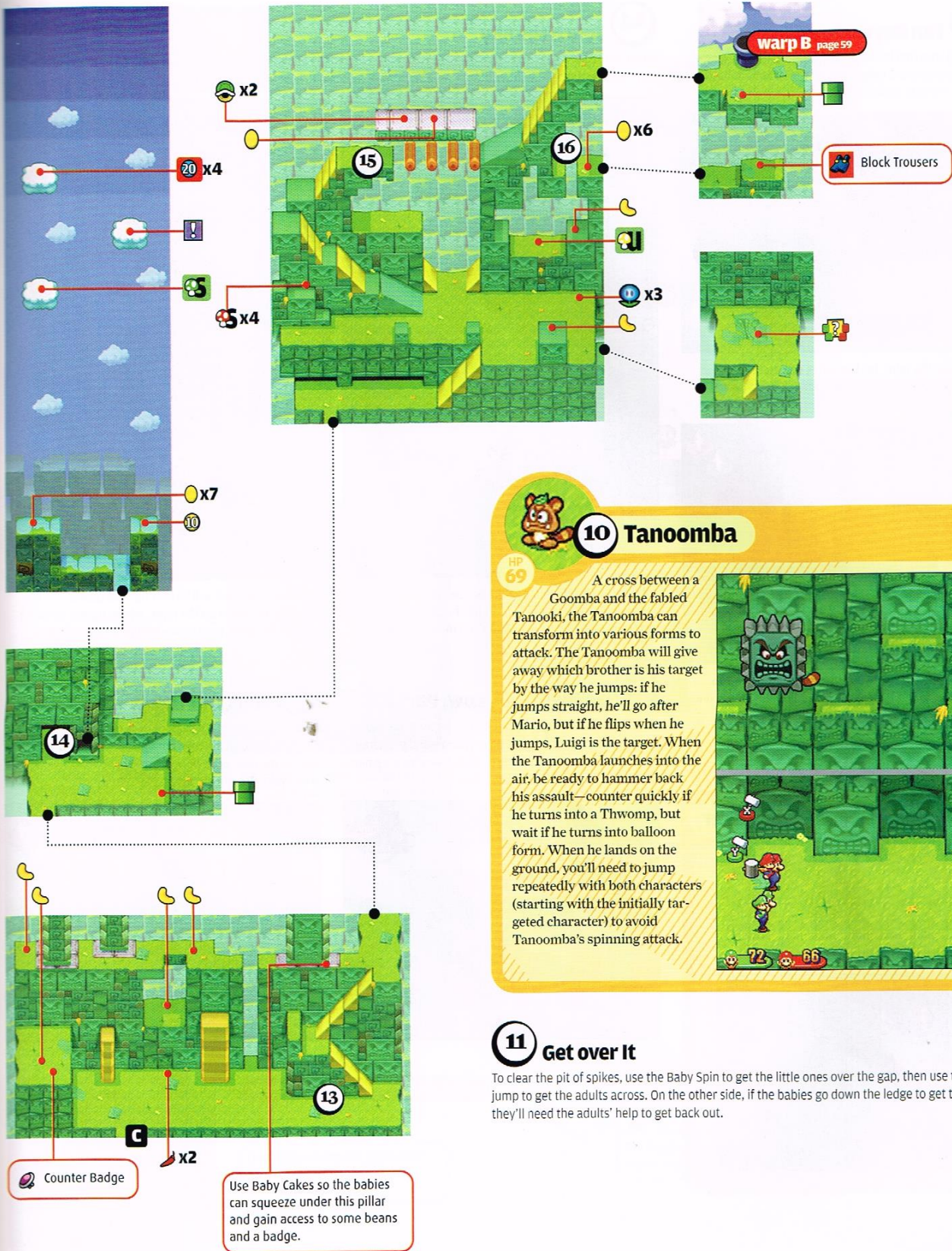


Once the tots are outside, let Baby Mario hit the Event Block with his hammer. It will fall on the left side of the bridge, allowing the adults to hit the block and open the door. Head through the door with the babies and use the Pipe Block to reunite with the adults.



Use the Baby Spin to reach the lower-left corner of this ledge. From there, the babies can jump to the top of the block to dig for a bean.





10 Tanooki

HP 69

A cross between a Goomba and the fabled Tanooki, the Tanooki can transform into various forms to attack. The Tanooki will give away which brother is his target by the way he jumps: if he jumps straight, he'll go after Mario, but if he flips when he jumps, Luigi is the target. When the Tanooki launches into the air, be ready to hammer back his assault—counter quickly if he turns into a Thwomp, but wait if he turns into balloon form. When he lands on the ground, you'll need to jump repeatedly with both characters (starting with the initially targeted character) to avoid Tanooki's spinning attack.



11 Get over It

To clear the pit of spikes, use the Baby Spin to get the little ones over the gap, then use the spin jump to get the adults across. On the other side, if the babies go down the ledge to get the bean, they'll need the adults' help to get back out.

12 Fan Boys

Although your first inclination might be to use the Baby Spin to get up to the ledge, it won't work. Instead, flatten the tots into Baby Cakes and send them into the opening.



Once inside the ruins, let the series of fans blow the babies up the ledges to the left. Hit the Event Switch to open the way for the older bros outside.



Hitting the switch will cause the tan-colored block to slide left, allowing the adults to jump up the ledges and reunite with the babies.



13 Red Coconutter

A Red Coconutter is much like the regular Coconutter, but it's stronger and can fire multiple darts from behind. When it gets behind you to fire a dart, watch for a slight movement, which indicates that it's time to jump.



14 Touch the Sky

When you reach a gear next to an opening in the ruins, flatten the babies once again and send them through the passage-way. Position the babies above the fan, where they will continue to hover in Baby Cake form.



With the babies hovering in the air, switch back to the adults. Use Luigi's spin jump to turn the gear and cause the fan to spin faster, providing even more air flow.



The increased current will launch the two babies into the air. Aim for the cloud on the right, where there's an Event Block. Hit the block to extend a bridge to the next area.

15 Go High or Go Low, Part 2

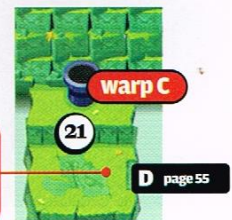
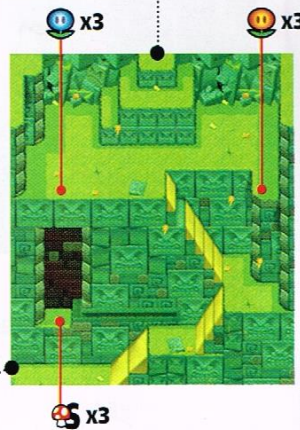
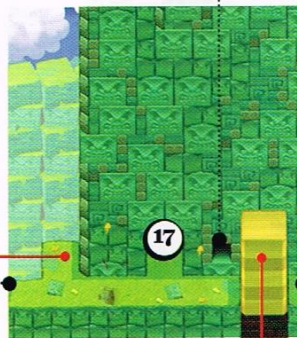
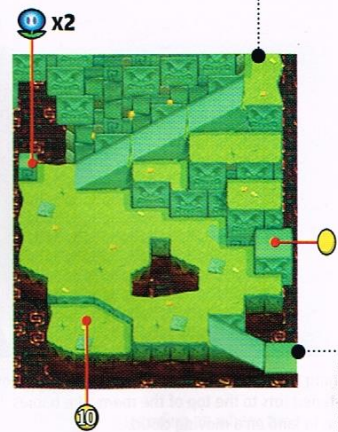
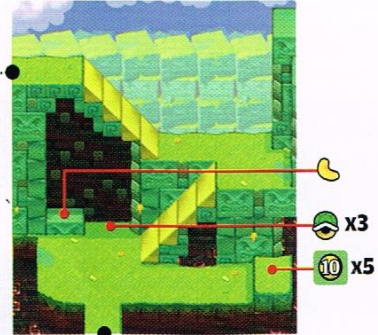
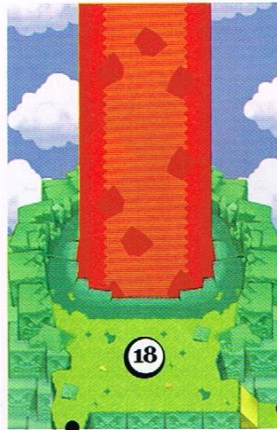
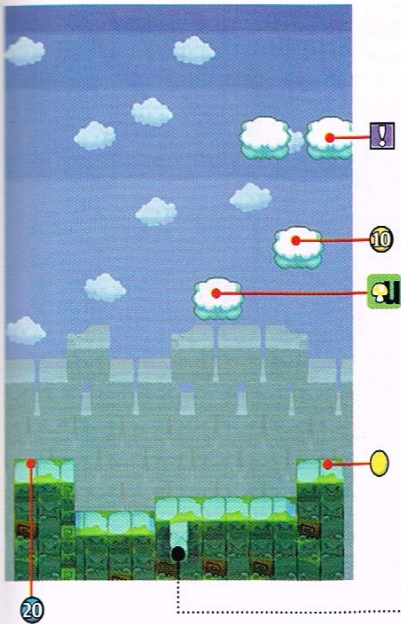
Just as you did earlier in the area, you can send the babies across the top route with the Baby Spin or send the adults across the low path with the Bros. Ball. A nearby warp pipe will let you reunite with the other duo.



16 Look Out Below

There is a secret area just before you reach the warp pipe. Fall south off the cliff, then push up on the Control Pad to land on the next ledge down. Head right to find a hidden area where you can obtain the Block Trousers.



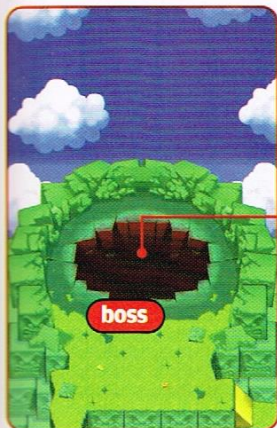


After you lower this barrier, you can dig for a bean in the small alcove behind where it stood.

This Event Block will extend the bridge that leads back to the beginning of Thwomp Volcano, where the Time Hole is located.

to thwomp volcano inside page 62

Once the volcano has been extinguished, return to the crater to encounter the boss.



17 More Extreme Air

When you come across another gear, use the same tactic as before: flatten the babies, send them into the opening and position them over the fan. Turn the gear with the adults' spin jump and let the babies ride the current to the top.



Turning the gear will increase the air flow and blow the flattened tots to the top of the room. The babies will need to land on a moving cloud.



Move right by hopping from cloud to cloud. Hit the Event Block, which lowers the barrier outside.

18 Big Bang

At the top of the volcano the brothers find the princess's tiara, but the princess is nowhere in sight. Suddenly the volcano erupts! Head down the path to the right to plan your next move.



19 The Nutty Professor

On the way down the volcano, the brothers discover a strange but familiar-looking building. Open the door by using the spin jump to turn the gear on the left side, then head inside to visit an old friend.



20 Eruption Interruption

Inside the lab you'll meet none other than Elvin Gadd, the young version of the professor. He's quite absorbed in his work... until burning Thwomps start raining down!



After the Thwomps crash through the roof, use the adults' spin jump to turn the handle in the upper-left section of the lab, then fill Baby Mario with the resultant water.



Use the babies' spit technique to extinguish the huge, burning Thwomp. Seeing the boys in action will give the future professor an idea about how to stop the eruption.

21 Recover at the Castle

Once the eruption has stopped, you can return to the summit to fight a boss. However, you may wish to take the warp pipe back to the volcano entrance first so you can heal and resupply at Peach's Castle.





boss

Mrs. Thwomp

fake Mrs. Thwomp

HP 50

The volcano has been extinguished, but not everybody is happy about it. In fact, the two Thwomps at the top are downright enraged, as they enjoyed bathing in the volcano's warm magma during its annual eruption. Mrs. Thwomp blames the bros for spoiling her volcanic vacation, so she decides to make new fun by squashing the quartet flat.



One of Mrs. Thwomp's most dangerous attacks is when she moves up and down the side of the screen, hurling boulders at Mario and Luigi. Watch who she's positioned in front of, and be ready to break the boulders with quick hammer strikes. Some of her boulders will go between the bros.



Sometimes Mrs. Thwomp will stay in one place and repeatedly hurl rocks at one of the brothers. Again, be ready with the hammer.



When the enemy splits into four rocks, watch their eyebrows to see what order the attacks will be in. When one of them raises its right eyebrow, it will attack Mario; if it raises its left eyebrow, it'll go after Luigi. Be ready to counterattack with the hammer. Only one of the boulders is the real boss; the others are fakes. The only way to identify the fakes is to attack them—the fakes will shatter easily. If you can determine which enemy is the real



Mrs. Thwomp, you can focus on her to inflict more damage or destroy the fakes to decrease her offense.



When Mrs. Thwomp jumps into the air, she will spin a few times before crashing down with a powerful shockwave. Listen to determine how many times she spins. If she comes down after only three spins, she'll land in the center, so be ready to jump with both bros. If she spins six times, she'll land near the top of the screen, so jump with Mario and then Luigi. If she spins nine times, she'll land low, so jump with Luigi followed by Mario.



Depending on where the boss lands, you must either have the brothers jump together or time their jumps one after the other to avoid the shockwave on the ground.



After you defeat Mrs. Thwomp, her husband will aid the quartet by taking them into the depths of the volcano.



Thwomp Volcano Inside

Though the eruption has stopped, the inside of Thwomp Volcano is still hot and dangerous—perfect for Bowser's new hangout! Mario and company will have to overcome Bowser's unholy alliance with, er, himself to save the princess.

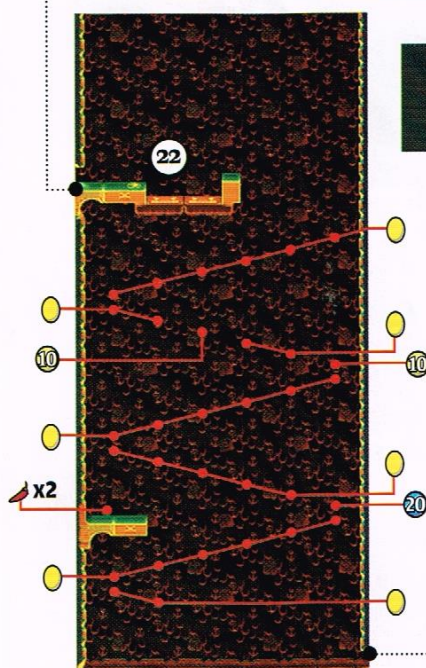
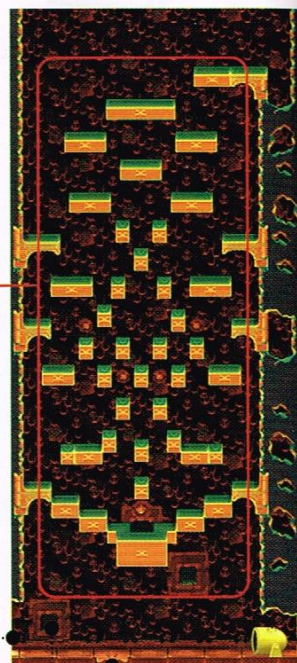


These warp pipes lead to the volcano's lower levels, but you can activate the bridges that lead to them only when you're coming back up from the fiery depths.

from **thwomp volcano outside** page 59



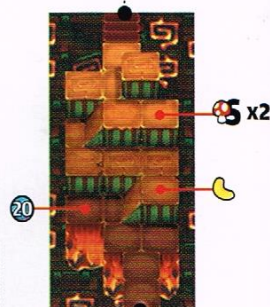
When you play the Thwomp's jackpot game, grab as many gems as you can. Each one awards an extra try at the slot machine. The arrangement of the gems will change depending on the difficulty level. The bros bounce around fast, so try to change directions quickly as you fall to each platform. Rewards will emerge from a hole in the wall.



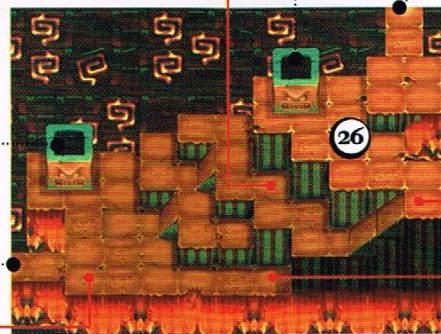
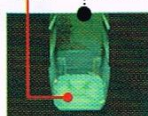
x3



x5



A page 64



22 Coin Collection

Use the Baby Spin to lift the tykes into the air, then guide them into the whirlwind. Press right on the Control Pad to launch off, and collect the coins as the babies float to the floor.



23 Gold Koopeleon

The Gold Koopeleons are cowardly. They try to avoid battle, and if they do end up in a fight they often run away. Bros. Items, like the Pocket Chomp, can be effective in taking them out.

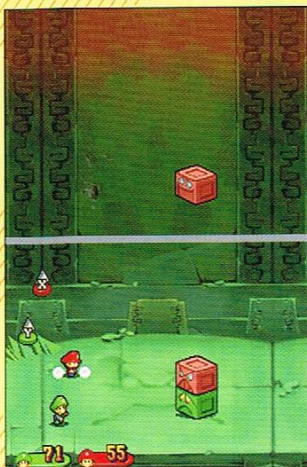


Like the regular Koopeleons, these enemies turn invisible before most attacks—watch for the telltale puff of dust so you know when to jump and counter. Sometimes Gold Koopeleons use their tongues as weapons, in which case they stay visible and walk right up to one of the brothers. Jump to avoid the attack.



24 Thwack Totem

Merge to form Thwack Totem! Although the Thwack Totem looks imposing, it's slow. You may even get two turns for every one the enemy gets, so use that advantage to whack the Thwack. When the Thwack Totem's segments separate and spin toward the brothers, be ready to hammer them back. If the Thwack Totem launches off-screen like a rocket, jump the shockwaves as the pieces land. The pink pieces will aim for Mario, and the green ones will target Luigi. Two segments falling together will target both bros.



25 Spin to Win

You'll have to play the Thwomp's slot-machine game if you want to proceed. Send the tots through the opening in the wall and have the adults enter the cannon as the Bros. Ball.



Hammer the button to launch the Bros. Ball onto the play field then start rolling around to collect gems. Each gem you collect is worth one spin at the slot machine. Next, use Baby Mario's hammer to hit the button and stop each wheel. Try to match up three like images to win prizes such as coins and beans. The prizes vary depending on the difficulty you choose. After you've played the game, a pathway opens up.



26 Blazing Shroob

Smell something burning? If you aren't careful, it could be you! Jumping on Blazing Shroobs is dangerous business, so use hammers or Ice Flowers instead.



A Blazing Shroob's primary attack is a fireball. Watch for which arm it raises—its right arm means Mario is the target, while its left arm indicates Luigi—and get ready to jump. The fireballs are fast! If the Blazing Shroob's flame is extinguished, it'll attack with its ray gun, just like a normal Shroob.



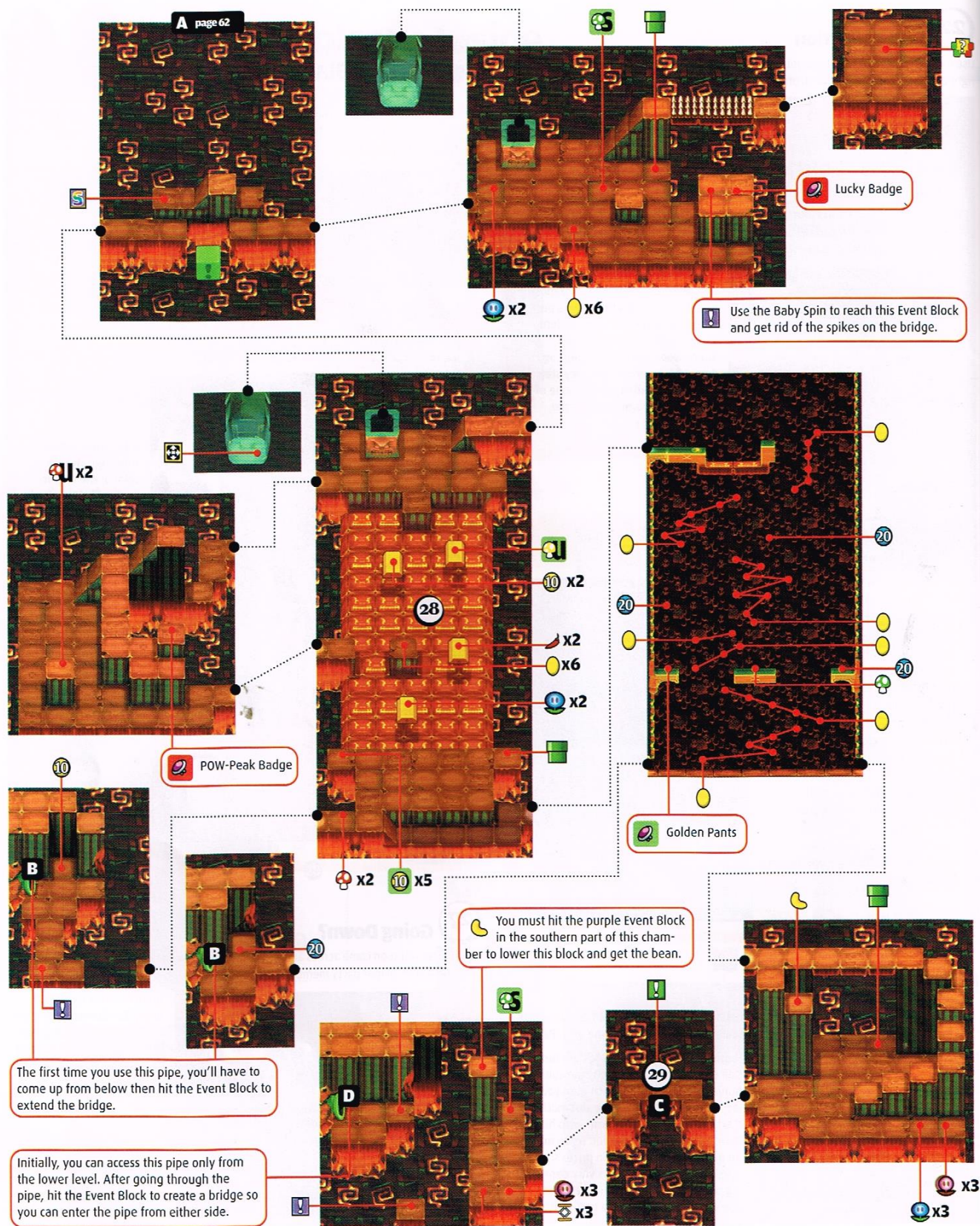
The UFO that flies onto the upper screen is armed with rockets. The color of the rocket tube indicates the color of the character it will attack (red for Mario, green for Luigi); jump to avoid the barrage. The only way to stop the spaceship attack is to jump into the Shroob's flame. Whoever jumps in will take a small amount of damage, but when he jumps up after burning his keister, he'll knock the UFO away and extinguish the Blazing Shroob's fire.

27 Going Down?

The quartet will soon come across another large Thwomp willing to act as an elevator. Stand on it with all four party members to go down.



Unfortunately for the siblings, the Thwomp's descent is blocked by a large green block. The boys will have to dismount and find a way to remove it.



28 Lava Locomotion

Once again, the babies must control a moving platform to get the older bros past a dangerous obstacle. Toss the babies into the square pipe and position the adults on the platform.



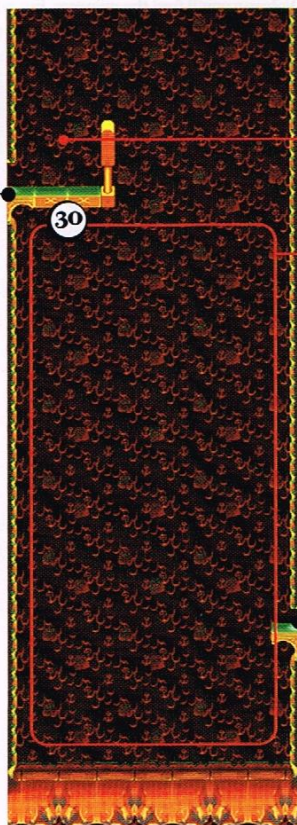
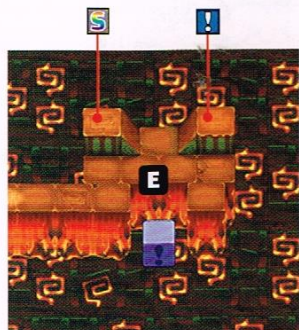
Move the platform south, stopping it to collect items if you wish. Halfway across the pit, an optional passage on the left side leads to a room with some items. If you decide to go this way, exit by climbing the sloped ledge to the north and leaping off. This will lead you back to the babies.

29 Take the Thwomp Express

When you reach the green exclamation-point block, hit it by jumping beneath it with an adult and then leaping with the corresponding baby at the peak of the jump.



Hitting the green exclamation block will clear the path for the Thwomp, who will come down to meet you. Ride the Thwomp down to the next level of the volcano, where you'll find a red block that prevents further descent.



After completing the initial objective of grabbing 30 gems in this room, you can play an optional game with the Thwomp. The goal in the bonus game is to collect 50 gems while guiding the babies to the bottom using the Baby Spin. If you collect all 50, you will be rewarded with the Simple Badge. If you get at least 20, you'll still receive 20 coins for trying. There are two gem patterns to deal with.



Dynamic Badge

30 Gems Are Truly Outrageous

The red exclamation-point block is easy to find, but the Thwomp guarding it won't let you hit it unless you play a game with him. The game is simple: knock the babies into the air with the Baby Spin, then collect gems as they float down. You need to collect only 30 to satisfy the Thwomp. Once you've done so, hit the red block so the elevator-Thwomp can head downward. You can play the gem-collecting game again to win coins or a badge—and don't miss the room full of treasure on the right-hand side.



boss Bowser and Baby Bowser

baby bowser HP 1000

At the bottom of Thwomp Volcano you'll find the princess, but you'll also find the bros' greatest nemesis—Bowser. Bowser has finally found the perfect cohort in his younger self, and that means double trouble for the Mario quartet. Avoiding the Bowser duo's attacks, especially adult Bowser's deadly flame breath, is key to beating them.



Bowser will leap up and stomp the ground, sending out a shockwave. Jump to avoid it. Thwacks often fall from the ceiling following this move, so watch the colors (pink for Mario, green for Luigi, yellow for both) and prepare to jump.



Bowser's flame attack is especially vicious. Right after he inhales, jump with whichever bro he's in front of to dodge the fire. Sometime he'll try to fake you out—if he grins, get ready for a delayed blast. If he hits you, you may be stunned.



Sometimes Bowser will launch Baby Bowser into the air and spit out a fireball when the little guy lands. Watch which way Baby Bowser spins to tell who the target is; he turns counterclockwise for Mario and clockwise for Luigi. If Baby Bowser flies off the top of the upper screen, Bowser is going to shoot fireballs at both bros, so get ready to jump with Mario and Luigi simultaneously.



Watch Baby Bowser's hammer to tell which bro he'll knock adult Bowser into first; he holds it upward if he's going after Mario and downward if he's aiming for Luigi. When you knock Bowser back with a hammer swing, Baby Bowser will whack him back toward the other bro. Keep alternating bros until Baby Bowser misses.



When Baby Bowser fails to knock Bowser back at the bros, adult Bowser will be out of the fight for a few rounds. When he's on his own, Baby Bowser will attack with fireballs. Watch the position of the hammer to tell which bro Baby Bowser's targeting, and hammer the attack back or jump as needed. If you can take out Baby Bowser, he won't be able to heal adult Bowser any more and their attack repertoire will be diminished.



Reach for the Stars

The Shroobs have snatched the Mario Bros.! The boys must escape to the Star Temple to find the next shard.



Shroob Mother Ship past

- ☐ Proceed right through the mother ship. Shine lights on the Event Block to open the way.
- ☐ Confront Princess Shroob and meet up with Kylie Koopa.

Toad Town past

- ☐ Send the babies through the Mushroom house in the upper-right corner of the village.
- ☐ Open the gates via the Simultaneous Blocks. Send the adults along the left path and the babies along the right path.
- ☐ Open the second set of gates and reunite the duos. Take the warp pipe to Star Hill.

Star Hill past

- ☐ Head toward the summit of Star Hill. Turn the gear to lift the flattened babies with the fan.
- ☐ Defeat the Shroob Commander and speak to the Star Sprite.

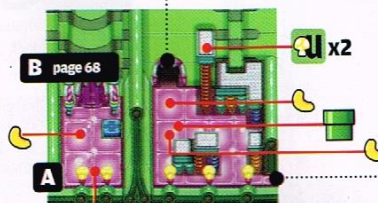
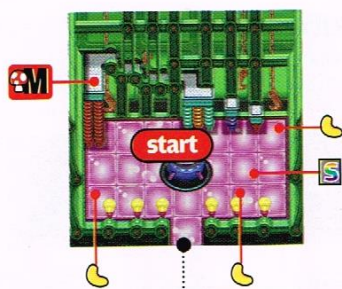
Star Temple past

- ☐ Seek out the Aurora Block to prove Luigi's worth. Enter the temple gates.
- ☐ On the second level, activate all the Laser Blocks to form a star pattern. Enter the pipe.
- ☐ Retrieve the fourth Cobalt Star shard. Follow Toadbert.
- ☐ Defeat the Elder Shrooboid to acquire the fifth Cobalt Star shard. Return to present-day Peach's Castle.



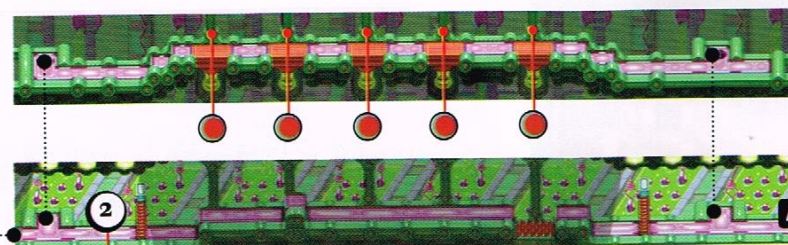
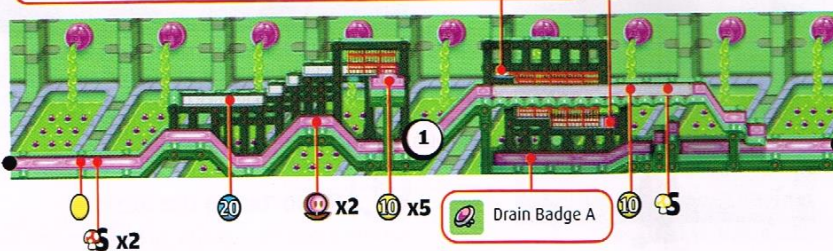
Shroob Mother Ship

After the bros beat the Bowsers, the Shroob Mother Ship appears, blasts a hole in the side of the volcano, and sucks up the princess, the Marios and the Luigis! What can happen next?

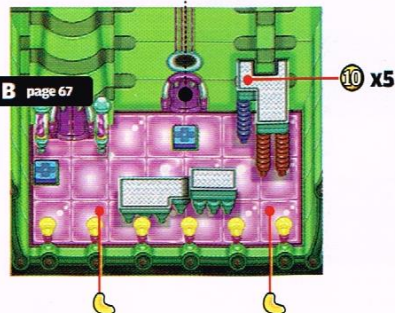
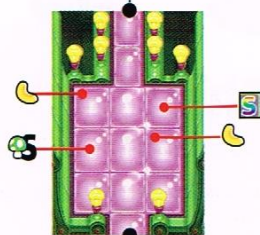


This Event Block will open a passageway between the two parts of this room.

Use Baby Cakes so the babies can fit through this slit and retrieve the items.



This block will sprout wings and fly away after you hit it the first time. Shine a light on it from above so you can hit it again.



1 Guardian Shroob

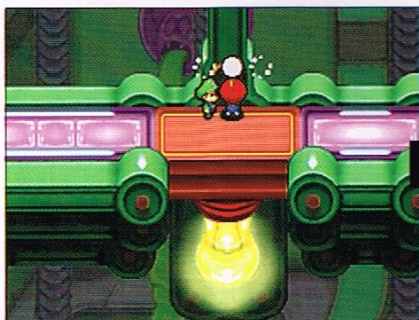
HP
81

Guardian Shroobs are a lot like the regular Shroobs you've encountered, but they're considerably faster and they frequently attack in teams. When two Guardian Shroobs run forward simultaneously, jump with both Mario and Luigi when the Shroobs' weapons are drawn above their heads. When a Guardian Shroob attacks solo, watch for the shining weapon that indicates that Mario is the target and the spin that signifies that Luigi is under fire. Be ready to jump quickly.



2 Out of the Shadows

When you hit the Event Block, it will sprout wings, fly off into the shadows and become incorporeal. You'll need to hit the block again to extend the bridge and lower the barrier, but you'll first have to activate the lights so it becomes solid once more. Toss the babies onto the jump pad so they can turn on the lights from the second level.



The tots need to hammer the button corresponding to the light that's above the shadowy block. When the block becomes solid, hit it with the adults; it will move to a new location. Using the babies, activate the light above wherever the block moves to, then hit the block again with the adults. Repeat the process until the Event Block triggers a bridge, then activate the light above the bridge so the adults can hit the block one last time to lower the barrier.

3 Reporter to the Rescue

Just when it looks like curtains for the Mario Bros., Kylie Koopa makes her return—she saves the boys from Princess Shroob and her flunkies. The quintet escapes up the elevator to the top level of the Shroob Mother Ship.



On the top level of the mother ship, Kylie finds a keyhole that fits the massive Shroob key she's been carrying around. As she suspects, using the key leads to something big, but it's not quite what she had in mind.



Toad Town

The once-beautiful Toad Town has been overrun by Shroobs. The sibling duos will have to separate to make their way through the nearly deserted town and find the route to the next Cobalt Star shard.

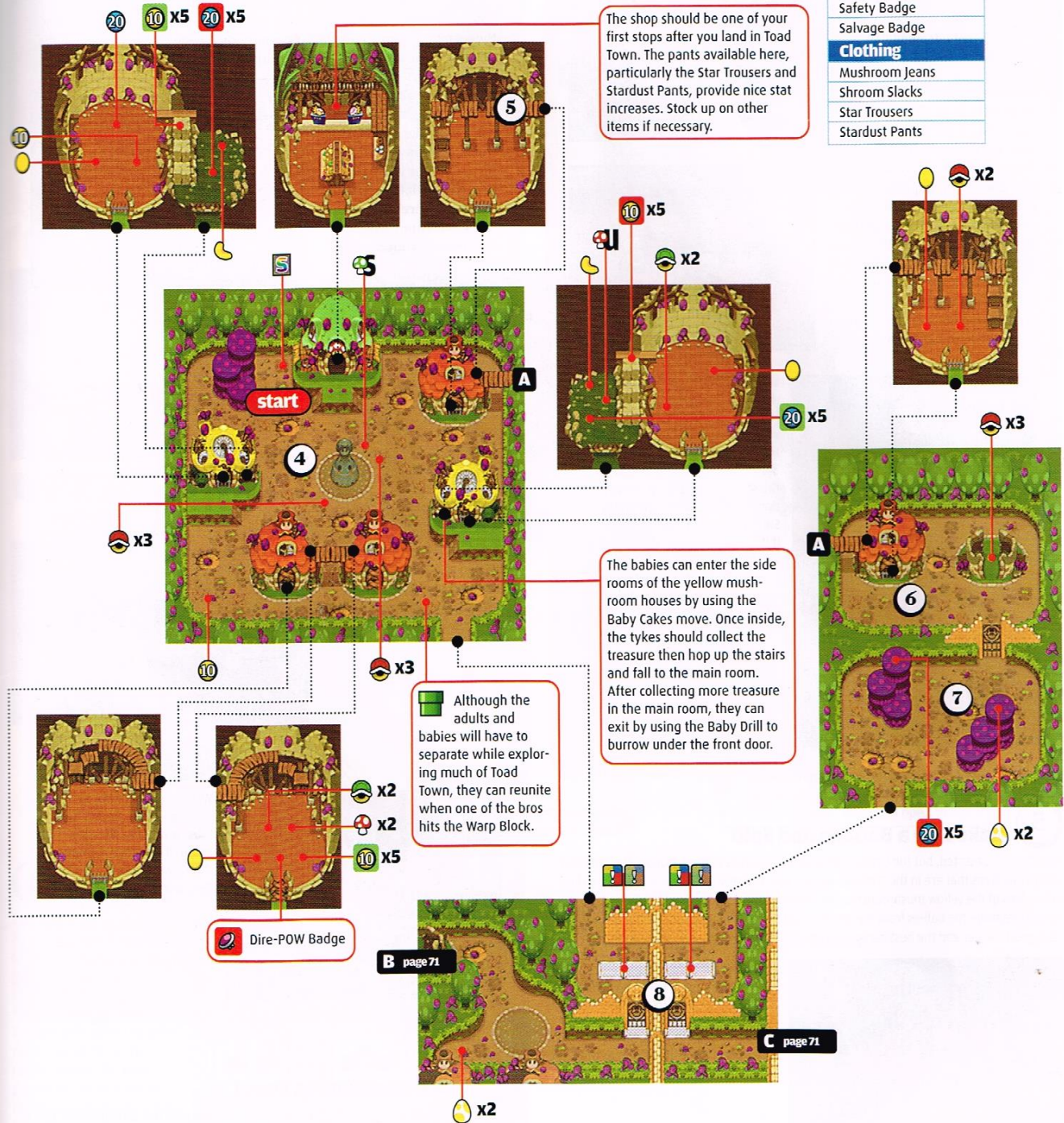
GRAMMA'S PLACE

Badges

Risk Badge
Safety Badge
Salvage Badge

Clothing

Mushroom Jeans
Shroom Slacks
Star Trousers
Stardust Pants





4 Shroid

HP 110

The robotic Shroids can toss out blue crystals to immobilize their foes. If that happens, jump repeatedly with both bro pairs to shatter the crystals, then get ready to jump over the laser blast using whichever duo the Shroid has stopped in front of. Shroids also like to play a flag game. They raise red and green flags, and if the appropriately colored bro pair doesn't jump quickly when each flag is raised, the Shroid will smack both Mario and Luigi. When the Shroid is malfunctioning (see below), you will need to jump with the character whose color is opposite the flag's, but both characters should still jump if the Shroid raises both flags.



Shroids can also summon UFOs to drop huge spiked balls on their foes. The spiked balls are marked with a large M or L to indicate who the target is. If you can hammer a ball back, however, it will damage the Shroid and cause it to malfunction. While malfunctioning, the Shroid's targeting will be reversed: if it calls for another spiked ball, L will indicate Mario and M will signify Luigi. You'll also have to jump with the opposite-colored character when playing the flag game.

5 Make Like a Banana and Split

Toad Town is deserted, but the citizens left plenty of goodies behind. Explore the area and collect the items that are in the Treasure Blocks; use the Baby Cakes move to get into the side rooms of the yellow mushroom houses. When you're done looting the place, you'll need to separate the babies from the adults to get through Toad Town. Be sure the babies have good badges and the best pants you can afford.



Begin the duos' separate treks by having the babies Baby Drill their way under the door of the orange-roofed house in the upper-right corner of the village. Hop up the steps with the babies and cross the bridge to the house next door.



6 Skellokey

HP 96

The only way to defeat a Skellokey is by damaging its head, but the defensive spikes on top mean that jumping isn't an option. The best way to destroy its body segments is with Red or Green Shells—you can destroy multiple segments with one attack. You can also destroy the segments with hammers. After the body is gone, use a hammer on the Skellokey's head. When Skellokeys attack, watch the direction each body segment spins—they spin left if they're aiming for Mario and right if they're targeting Luigi—and be ready to hammer the segments back or jump out of the way. Skellokeys also attack with fireballs, which you should jump over as they hit the ground.



7 Love Bubble

HP 95

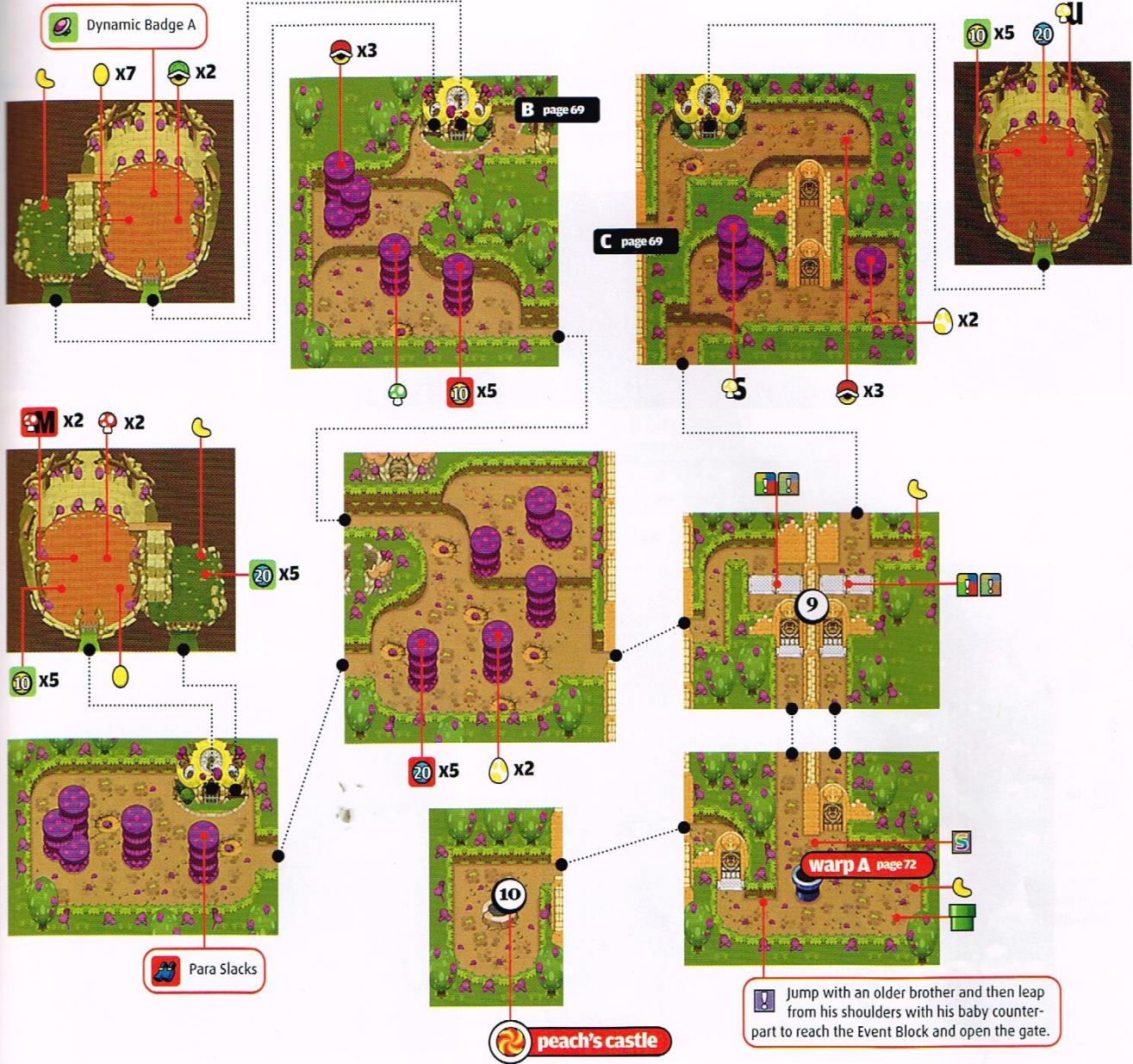
Love Bubbles give away their target with their feet. Watch which foot they raise before they attack: left for Mario, or right for Luigi. When a Love Bubble floats forward, be ready to jump with the targeted duo. If it floats forward and then descends slightly, however, you will have to dodge with both duos starting with the target the foot dictates. Love Bubbles will sometimes fly into the upper screen and come crashing down, so look at the feet again to see who they're after and quickly jump out of the way.



When a Love Bubble turns into a ball and flies around the bros, watch the direction it's going. If it's moving counter-clockwise, Mario is the target; if it's going clockwise, Luigi will be attacked. As the Love Bubble flies around the brothers, counter with a hammer swing from either bro.

8 Gated Community, Part 1

When the duos head south, they'll encounter a pair of gates with four Simultaneous Blocks nearby. Position the characters so one lines up beneath each block, then jump and hit them from right to left as they solidify. The gates will open.



9 Gated Community, Part 2

Both pairs will soon wind up at another set of gates and Simultaneous Blocks. Like before, line up the characters beneath the blocks and hit them in order as they become solid. After the gates open, you can bring the babies through the adults' path to find more treasure, like Dynamic Badge A, which is hidden in a yellow mushroom house.



10 There's No Place Like Home

An Event Block and a warp pipe are located south of the second set of gates. Hit the Event Block to open a Time Hole that will take you back to the basement of Peach's Castle in the present. Use the Time Hole so you can heal and stock up (the store has new pants and some great new badges), then return to the past and take the warp pipe to your next destination: Star Hill.



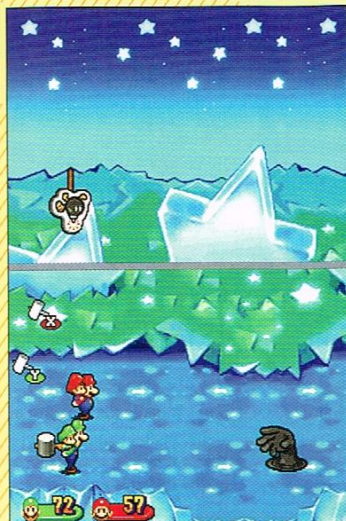
11 Handfake

HP 117

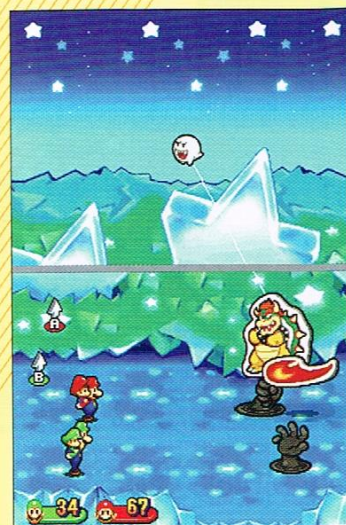
Handfakes attack with four kinds of signs—Goomba, Koopa Paratroopa, Bob-omb and Bowser—each with a different attack pattern. Even though the signs break when you attack them, Handfakes will regenerate new signs when their turns arrive.



The Koopa Paratroopa sign will spin around before a Handfake attacks with it; this identifies how many times the sign will lean back before the Handfake swings it. Immediately after the Handfake pulls the sign back for the last time, jump with whichever bro pair the Handfake is in front of to dodge the blow and counter.



Bob-omb signs arc into the air and explode on impact. The way the sign is positioned when it falls determines the target: right side up for Mario or upside down for Luigi. Hammer the sign back with the appropriate bro as it's overhead. The sign will bounce back up, possibly changing targets, so hammer it back a few more times to destroy it.



When a Handfake raises a Bowser sign, an enemy will drag a cardboard flame across the screen. Watch the upper screen to see which enemy is carrying the faux flame: Boos will attack Mario, and Shy Guys will hit Luigi. Jump to avoid the attack. Handfakes also attack with Goomba signs that hit the bros from behind. Watch for whether a Handfake tosses the Goomba sign slightly upward (when it's targeting Mario) or slightly downward (when it's targeting Luigi), and jump right after the sign goes offscreen.



12 Fly Guy

HP 80

Fly Guys attack with their bombs in two ways: by rolling them on the ground and dropping them from above. If a Fly Guy starts to swing back and forth, he's going for a ground-based attack. If he swings an even number of times he'll attack Mario, and if he swings an odd number of times he'll target Luigi. Jump to avoid the bomb.



When a Fly Guy heads to the top screen, watch his positioning. If he stops in the upper portion of the screen, he'll drop a bomb on Mario, but if he halts in the middle part of the screen, he'll go after Luigi. Hammer the bomb back with the appropriate character. If the number on the bomb is 1, it will bounce back and explode on the Fly Guy. If the number is greater than 1 when you hammer it back, the Fly Guy will catch the bomb and get to use it again on its next turn, but the number will decrease.

13 Wind Riders

When you get to a small opening in the wall of Star Hill, turn the tykes into Baby Cakes and send them inside. A fan creating an updraft is located inside. Position the babies over the fan so they float upward.



Once the babies are floating in the fan's airstream, take control of the adults outside. Move them next to the gear and use the spin jump to turn it. The air flow will increase, lifting the babies upward.



If the babies take the middle passage on the left, they can head outside to collect a few extra items and a bean. Afterward, the babies will have to head back to the bottom level, burrow outside and get reflatened before heading to the top floor. To reach the exit, float to the top level, head left and Baby Drill your way under the grate. Hit the Warp Block outside to reunite with the adults.



boss Commander Shroob

support shroob HP 88

HP 1300

The Commander Shroob likes to stand back and let his lackeys do his fighting for him. His favorite tactic is to send out Support Shroobs carrying an enormous Shroob-omb while he hides offscreen. If you can use the Shroob-omb against the Commander Shroob, however, you can draw him out so he has no choice but to fight you face to mustachioed face.



The Support Shroobs holding the Shroob-omb will either rush Mario or Luigi one by one (in which case you should jump on them) or toss the bomb at you. The Shroob-omb's left eye winks when Mario is the initial target, and its right eye winks when it's headed for Luigi. Alternate between the bros and hammer the bomb back repeatedly.



If you defeat the Support Shroobs on the right and in the center, the Shroob-omb will roll backward and hit the Commander Shroob, knocking him into the battlefield. If you defeat the left and center Support Shroobs instead, Mario and Luigi will be hit.



When the commander is forced into the battle directly, he'll guide his Shroob lackeys at Mario and Luigi. His arm positions will give away where he's going to direct them; if his arms are behind him he'll fling the Shroob toward Mario, and if they're outstretched in front of him he'll send a Shroob toward Luigi. Hammer the Shroobs away. If he throws a Shroob into the air, watch how they fall to tell who they're aimed at: right-side-up ones are targeting Mario, and upside-down ones are heading for Luigi. Sometimes the Commander Shroob will use his ray gun just like a regular Shroob would. Jump over his shots to avoid them.

14 Star Light, Star Sprite

After the brothers defeat the Shroob Commander and reach the top of Star Hill, the Star Sprite within the Cobalt Star will emerge. The Star Sprite will tell the quartet about the battle between Princess Peach and Princess Shroob.



The Star Sprite will also explain that the foursome must collect two more shards to enter Peach's Castle in the past. After telling its tale, the Star Sprite will create a pathway to the Star Temple—where the next shard resides.

15 star Trek

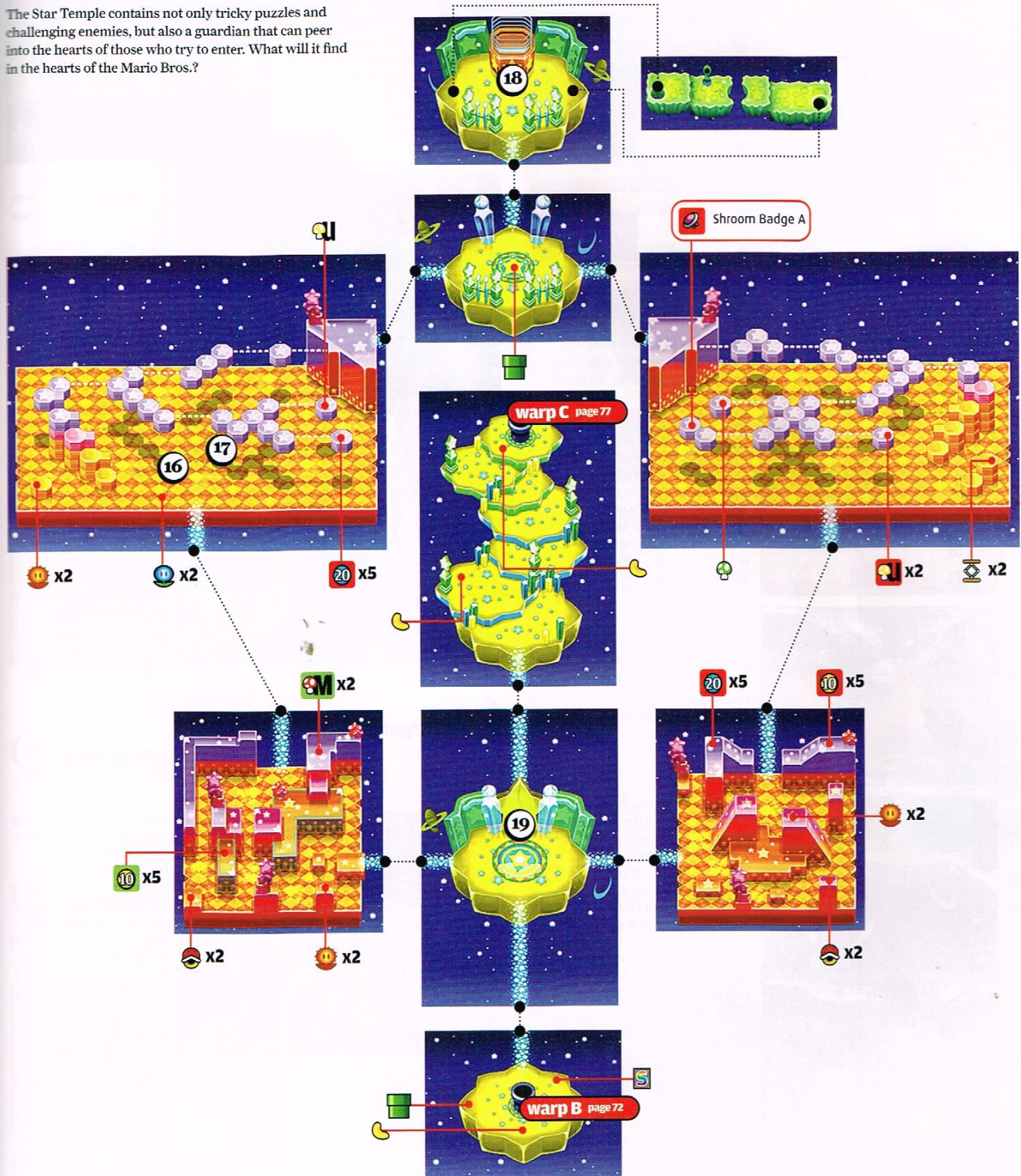
Travel right across the path of starlight created by the Star Sprite. At the end of the path, you'll find a warp pipe leading to the Star Temple. Head down the pipe to get one step closer to the Cobalt Star shards.





Star Temple

The Star Temple contains not only tricky puzzles and challenging enemies, but also a guardian that can peer into the hearts of those who try to enter. What will it find in the hearts of the Mario Bros.?





16 Wonder Thwack

HP 60

Wonder Thwacks are stronger versions of the regular Thwacks you fought earlier. Red Wonder Thwacks go after Mario and blue ones attack Luigi, but they often change color just before they attack. Jump on the Thwacks when they strike low, and hammer them back when they strike high.



17 Piranha Planet

HP 120

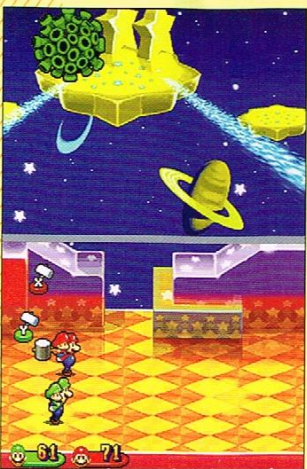
Piranha Planets house an entire colony of vicious plants within their network of pipes. They have several types of attacks at their disposal, and they utilize space-age weaponry. Fortunately, it's pretty easy to determine which attack they're using.



When a plant head emerges from a Piranha Planet, it's often armed with a laser. If the head pops out the top it'll try to blast Mario; when it pops out the bottom it'll aim for Luigi. Jump out of the way of the blast. Sometimes the laser will sweep from one duo to the other, so you'll need to jump with the other pair as well.



When red and green plant heads pop out of a Piranha Planet, keep track of the order they appear. The red heads will shoot out at Mario, and the green ones will fly toward Luigi in the same order they emerge. Jump to avoid being hit.



Sometimes a Piranha Planet spins around and flies to the top screen before falling on the brothers. Watch where the head emerges before the Piranha Planet falls—the top indicates that Mario is the target, and the bottom marks Luigi as the intended victim. If you knock the Planet back with a hammer swing, it'll bounce up and come down again. Continue to juggle it with the hammer until it retreats.

18 You Gotta Have Heart

After the Star Temple gate looks into Luigi's heart and deems him unworthy to enter, the quartet will need to locate the Aurora Block to prove Luigi's value. From the temple door, head either left or right, then travel north until you find the Aurora Block trapped behind a force field. Remove the babies from the adults' shoulders and send them to the second level via the left jump pad.



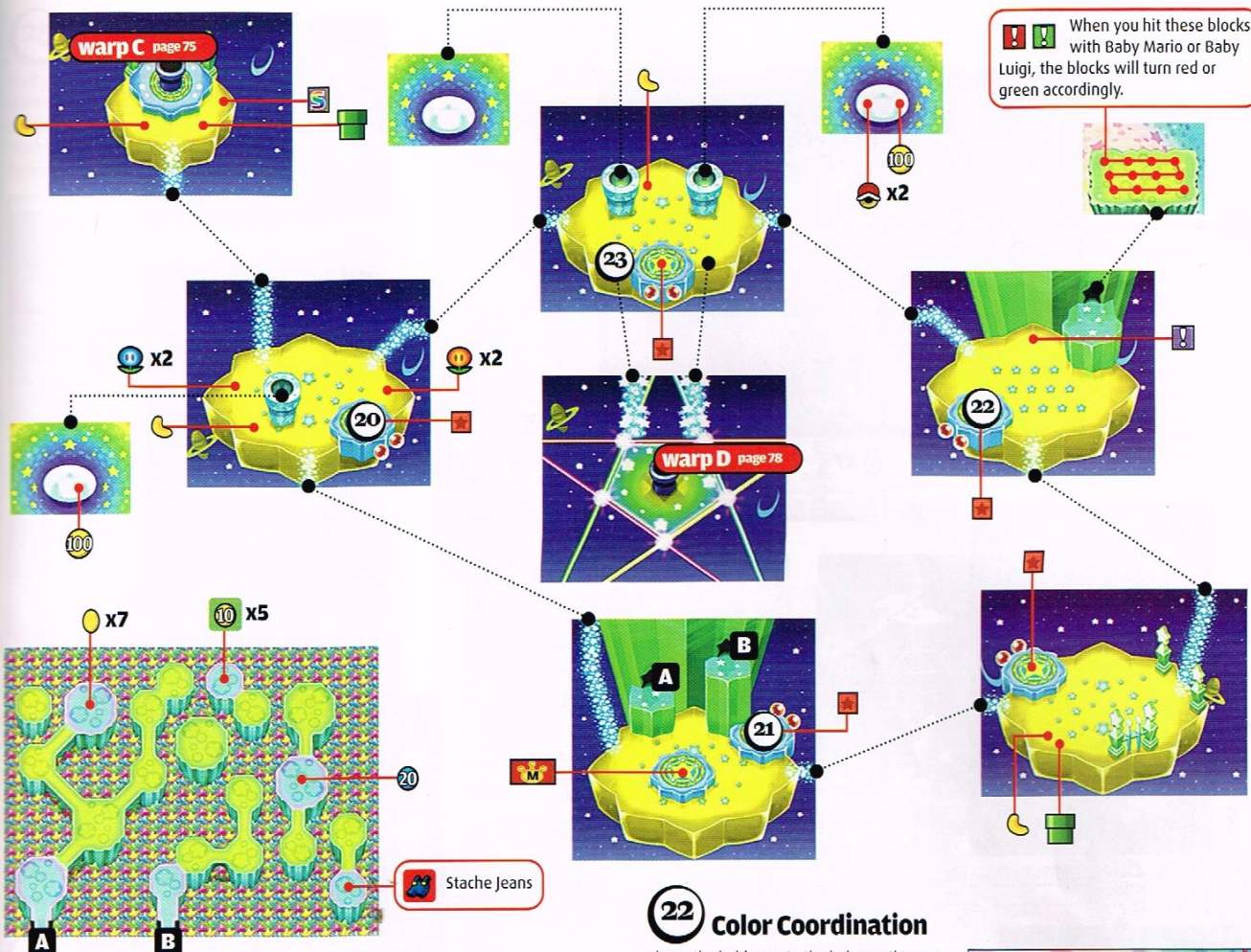
On the second level, fill Baby Mario with water then switch to the adults and use the spin jump to turn the gear, which will blow the Aurora Block to the second level. Time Baby Mario's spit so it hits the Aurora Block as it floats past. When you blast it, it will land on the platform to the right. Head back down with the babies, then bounce up on the other side using the right jump pad. Hit the Aurora Block to knock it to ground level, then head down and reunite with the adults. Hit the Aurora Block one more time by standing beneath the block and leaping with an adult, then hopping with his baby counterpart at the peak of the jump. You'll send the Aurora Block to the temple gateway.

19 Stargate

When you return to the Star Temple gate, it will demand that Luigi hit the Aurora Block to prove his worth. The event won't go as planned, however, and the gate will still claim that Luigi's heart is impure.



When the gate starts asking questions, it doesn't matter what answers you pick. Eventually the gate will admit that Luigi is worthy and was only saying otherwise as a test. Great. Now Luigi is scarred for life. When the gate finally opens, proceed north to the warp pipe.



20 Rays of Light

When you hit the red Laser Block, colored beams of light will shoot out to form part of a star. You must hit another Laser Block on the opposite side to create the complementary half of the beam. When the two halves join, the beam will be complete, but if you don't join the halves sequentially, the partial beams will go out.

21 Light Show

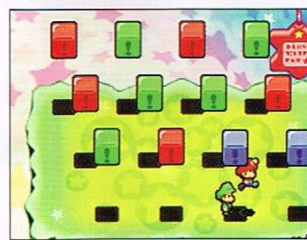
Toss the babies up to the ledge so they can enter the doorway. They'll find themselves in a dark room with narrow pathways. Position the adults under the Adult Shine Block and hit it with the appropriate character so the babies can illuminate the room.



The babies will have to jump a few gaps to reach the exit of the dark room—be careful not to fall into the pit of multicolored stars. Also, hit the Treasure Blocks in the room; the one at the lower right contains a pair of Stache Jeans. After you exit the room, hit the Laser Block to knock it to the lower level.

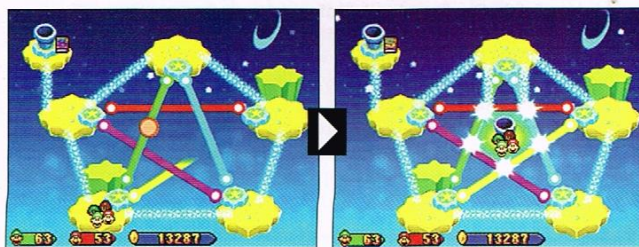
22 Color Coordination

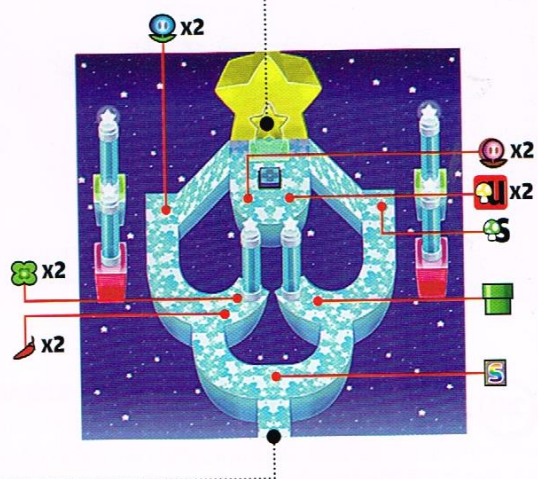
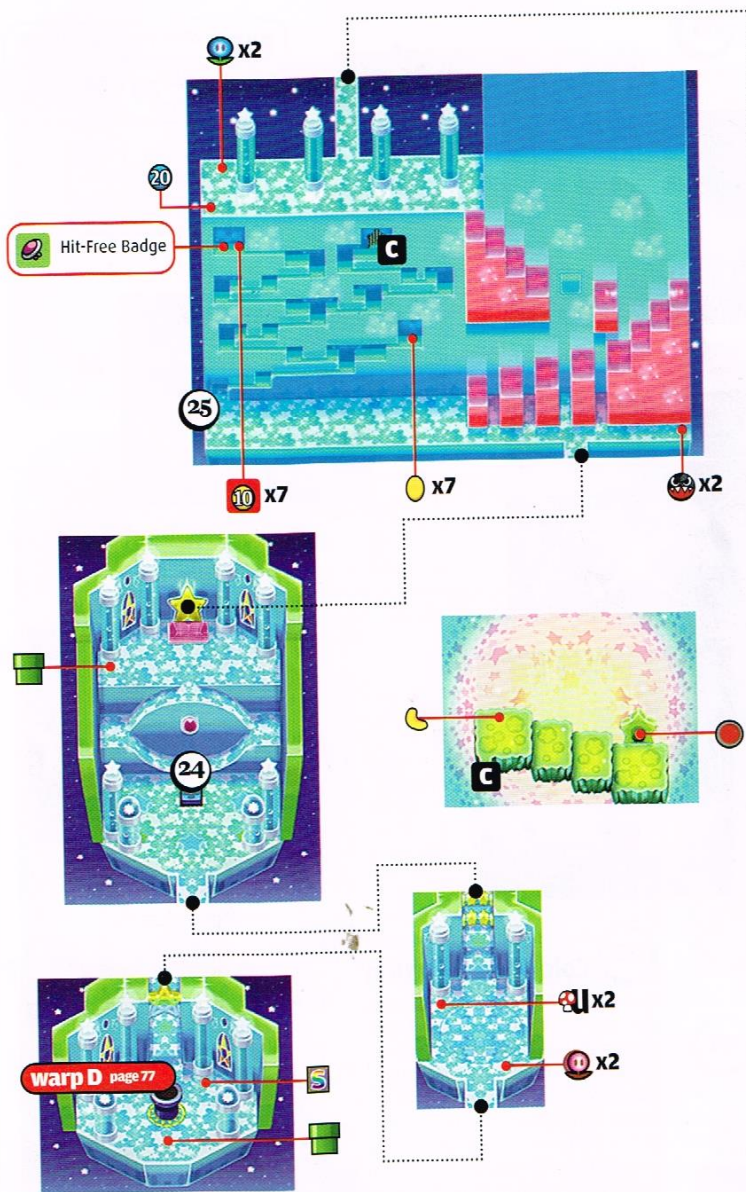
Throw the babies up to the ledge so they can enter the room that contains 12 blue blocks. When Baby Mario or Baby Luigi hits the blocks, the blocks will turn either red or green accordingly. If you switch to the adults and hit the Event Block outside, a colored pattern will appear on the ground. Use the babies to match the colors of the blocks in the room to the pattern on the ground—you'll gain access to the next Laser Block.



23 Connect the Dots

Once all the Laser Blocks are accessible, finish activating the beams of matching colors from opposite sides. Once they've all been activated, a new area will appear in the center of the star. Head to the northern area of the temple and proceed south across the newly created paths of light to reach a warp pipe. Head down the pipe to the next level of the temple.





24 Shard 4

Shortly after you arrive on the third level of the Star Temple, you'll discover the fourth Cobalt Star shard. Immediately afterward, Kylie Koopa will show up with Toadbert, who's regained his memory thanks to Kylie's timely plummet onto his noggin. Toadbert has the fifth piece of the Cobalt Star, but he also tells the Mario Bros. that they won't be able to defeat Princess Shroob.



Without further explanation, Toadbert runs off and takes the fifth Cobalt Star shard with him. Chase after Toadbert!

25 The Thin Blue Maze

Turn the babies into Baby Cakes and send them into the winding shaft in the wall. Stay in the tight areas as much as possible so the babies don't revert to normal form. If you don't mind starting the maze over, head right at the first fork and left at the second fork to get some extra items.



At the end of the maze is a grate. Use the Baby Drill to burrow under the gate, then pound the button with Baby Mario's hammer. A green platform will extend so the adults can climb to the top of the wall outside.

26 Dirty Picture

When you catch up with Toadbert, he'll reveal that the drawing he gave you in Yoob's belly holds a secret. Use the touch screen to wipe the dirt off the drawing; there's something strange in the lower-right corner, but what does it mean? Before the bros can find out, the Elder Shrooboid will arrive to face them in battle.



boss Elder Shrooboid

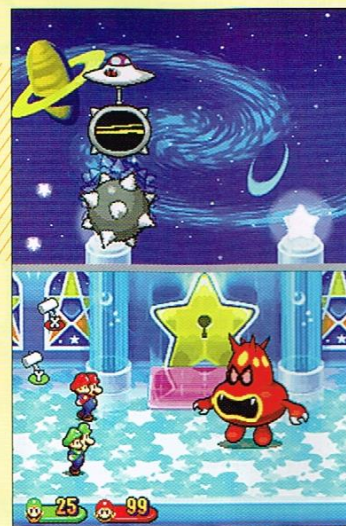
The Elder Shrooboid is mean and dangerous, and thanks to the spines on its head it's impervious to jumping attacks unless it falls over. Rely on your hammers or Bros. Items to defeat it.



Beware of the Elder Shrooboid's fireballs. Watch which hand they appear in—right for Mario and left for Luigi—and jump out of the way. When the Shrooboid charges, counterattack by repeatedly hitting it with the hammer.



The Elder Shrooboid will trap you in gold crystals, then try to bash you with a ball and chain. As you jump rapidly with both duos to break free, note the initial on the ball to see who's targeted. When you're free, jump over the ball with the targeted pair, then jump with the other characters when the Shrooboid stumbles.



When the Elder Shrooboid takes enough damage, it will increase in size. It'll release a UFO with a countdown timer into the upper screen; when the timer reaches zero, the Mario Bros. will be defeated instantly. Reset the timer by hitting it with the spiked ball the Shrooboid throws at the bros. Mario will hammer the ball to the right, and Luigi will slam it straight up.



27 Shard 5

After defeating the Elder Shrooboid, the quartet will finally possess five Cobalt Star shards—enough to enter Peach's Castle in the past and attempt to put an end to the Shroob menace. Head north through the door to find a Time Hole that leads back to present-day Peach's Castle.

The Taming of the Shroobs

The Mario Bros. are ready to rid the Mushroom Kingdom of the evil Shroobs. But not everything is as it seems. . .



Peach's Castle present

- ☐ Speak to Professor E. Gadd.
- ☐ Go to the castle's third floor and enter the Time Hole to warp to Peach's Castle in the past.

Peach's Castle past

- ☐ Send the babies through the dark room so they can hammer the button. Hit the Event Block.
- ☐ Activate the laser cannons to access another Event Block. Take the pipe to the second floor.
- ☐ Enter the UFO and play the minigame to shoot down the Shroob ships.
- ☐ Use the Baby Cakes, Baby Spin and Bros. Ball to get past the obstacles in the basement.
- ☐ Use the Laser Blocks to blast the giant Chomp.
- ☐ Wander the upper ledge with the babies. Open the door for the adults in the northwest room.
- ☐ Use the Simultaneous Blocks to deactivate the force field. Take the pipe to the second level.
- ☐ Enter the giant Princess Shroob statue. Shoot down the mother ship in a minigame.
- ☐ Defeat Princess Shroob and rescue Princess Peach.
- ☐ Defeat the Elder Shroob Princess.

Peach's Castle present

- ☐ Defeat the final boss.



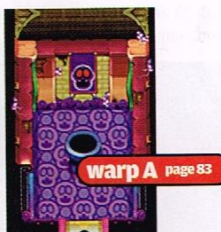
Peach's Castle

The brothers have finally collected five Cobalt Star shards! Now they can enter Peach's Castle in the past and set things right. Before heading back in time, buy any necessary items from the store and visit the professor.

1 Words without Wisdom

The Star Temple Time Hole deposits you in the castle's basement. Make your way to the first floor and check in with Professor E. Gadd. He doesn't have much to say, but after you've updated him on the situation, he'll remind you that the Time Hole to the past Peach's Castle is on the present-day castle's third floor.







3 Tashrooba

HP 125

Tashroobas behave just like Tanoombas, but they're stronger and much faster. When a Tashrooba jumps straight, it'll go after Mario; if it spins when it jumps, it's going after Luigi.



When Tashroobas land on the floor, you'll need to jump over them. When they fly into the top screen, you must hammer them as they descend.

4 Light Bright

Up on the ledge, another dark room awaits the babies. As you have previously, use the adults outside to hit the Adult Shine Block to help light the room as you maneuver the babies across the path. Halfway through, the little ones must hit an Event Block to lower a platform so they can proceed. Hammer the red button after you exit the room.



5 Snoozorb

HP 110

Snoozorbs will remain asleep until you attack them. After waking, they can fire lasers that target one of the brothers randomly. As soon as the lights come on, jump over the blast. When a Snoozorb's HP drops to less than half its original amount, the enemy will fire twice; the first blast will go above your head, but you must leap over the follow-up shot.



Snoozorbs will also curl into balls and roll at one of the brothers. You'll need to hammer them back multiple times until they retreat.

6 Down Under

When you reach a locked gate, remove the babies from the adults' shoulders and send them under the gate by using the Baby Drill. Hit the red button with Baby Mario's hammer to open the gate for the adults, then reunite the duos and head through the doorway.



7 Soul Bubble

HP 100

Like their Love Bubble cousins, Soul Bubbles give away their target by lifting their feet. When a Soul Bubble descends before attacking, you must jump with the targeted bro and then his sibling.

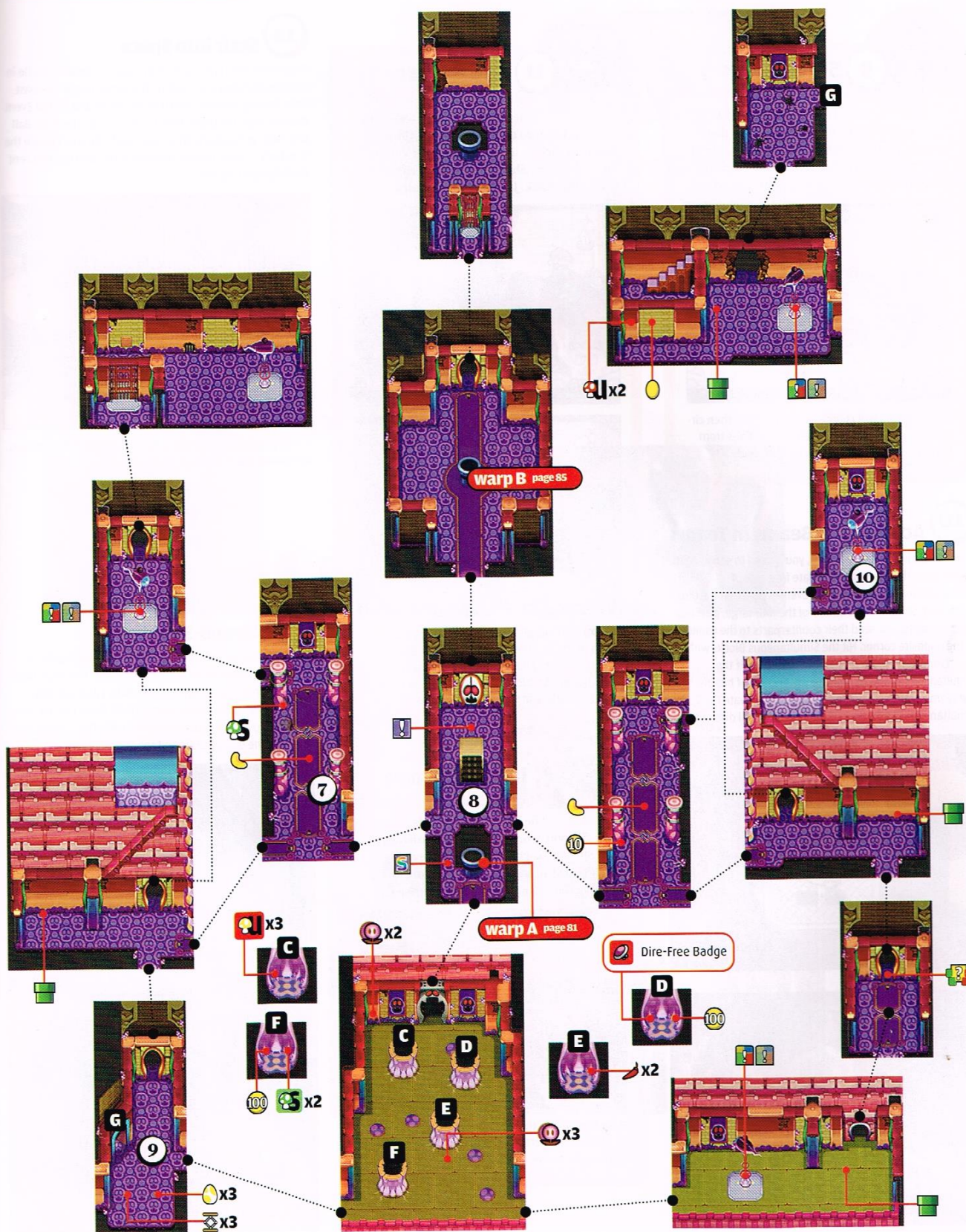


When a Soul Bubble flies to the top screen, get ready to jump out of the way as it plummets. Soul Bubbles can also resurrect other enemies.

8 Blocked Block

The Event Block that opens the door is encased in a blue force field. To gain access to the block, you must split your teams and hit four diagonally opposite Simultaneous Block pairs on the left and right sides of the floor. Before you divide your team, wander the floor and defeat the enemies.







9 Shroob Rex

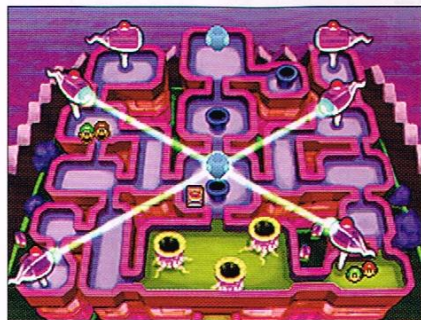
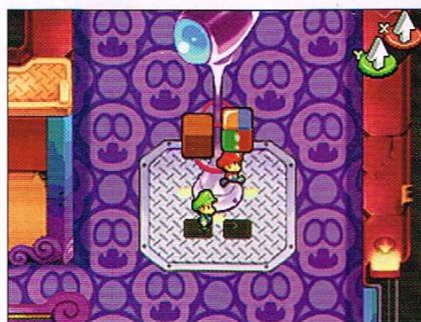
Shroob Rexes are extremely powerful. If you don't stomp on them to decrease their size, there's no way to avoid their charging attacks. When they flip in the air, jump to avoid the stalagmites they create.



Shroob Rexes will charge at one bro pair, then circle around and try to hit the other siblings from behind. Be ready to jump with both duos.

10 Activate the Beams in Teams

Like you did in the Gritzy Desert, you'll need to separate the babies from the adults and activate four sets of Simultaneous Blocks to free the Event Block from the blue force field. Send one duo to one of the four large, purple laser cannons, and send their counterparts to the cannon in the opposite corner. Hit the Simultaneous Blocks with one team, then switch to the other pair and hit the Simultaneous Blocks to activate the first set of beams. Send the teams to the remaining cannons and activate the Simultaneous Blocks there. The force field will dissipate.



11 Shroobsworth

When Shroobsworth tosses his lackey into the upper screen, the cohort may open fire on the brothers. If the cohort flies off-screen, Shroobsworth will rush forward and attack. Jump both of the attacks.



Hammer the purple meteor back at Shroobsworth. If the meteor initially flies into the upper screen, it's headed for Mario; otherwise it's targeting Luigi. For subsequent volleys, the lackey aims for Mario and Shroobsworth aims for Luigi.



Intern Shroob

The Intern Shroob aids Shroobsworth in battle by assisting with Shroobsworth's attacks and reviving him after the Mario Bros. knock him out. On his own, the Intern Shroob has no offense.



With Shroobsworth gone, the Intern Shroob is completely vulnerable. Defeat him before he has a chance to revive Shroobsworth.

12 Stair into Space

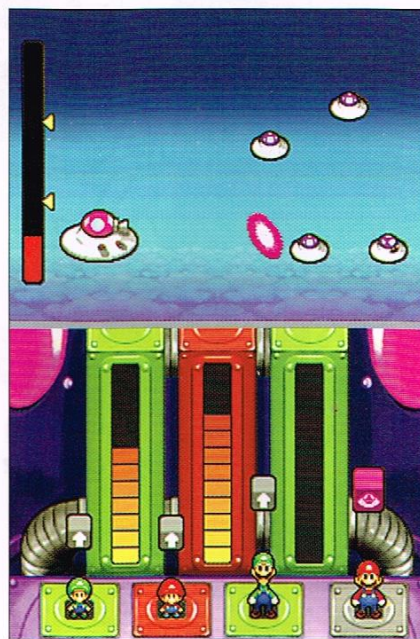
Remember the timed race up the stairs in Peach's Castle in the present? Now you must do the same thing in the past. After tossing the tots, switch to the adults and hit the Event Block to start the timer, then transform into the Bros. Ball and race up the stairs. When you reach the end, change the bros back to their regular plumber forms and hit the Event Block to open the door.

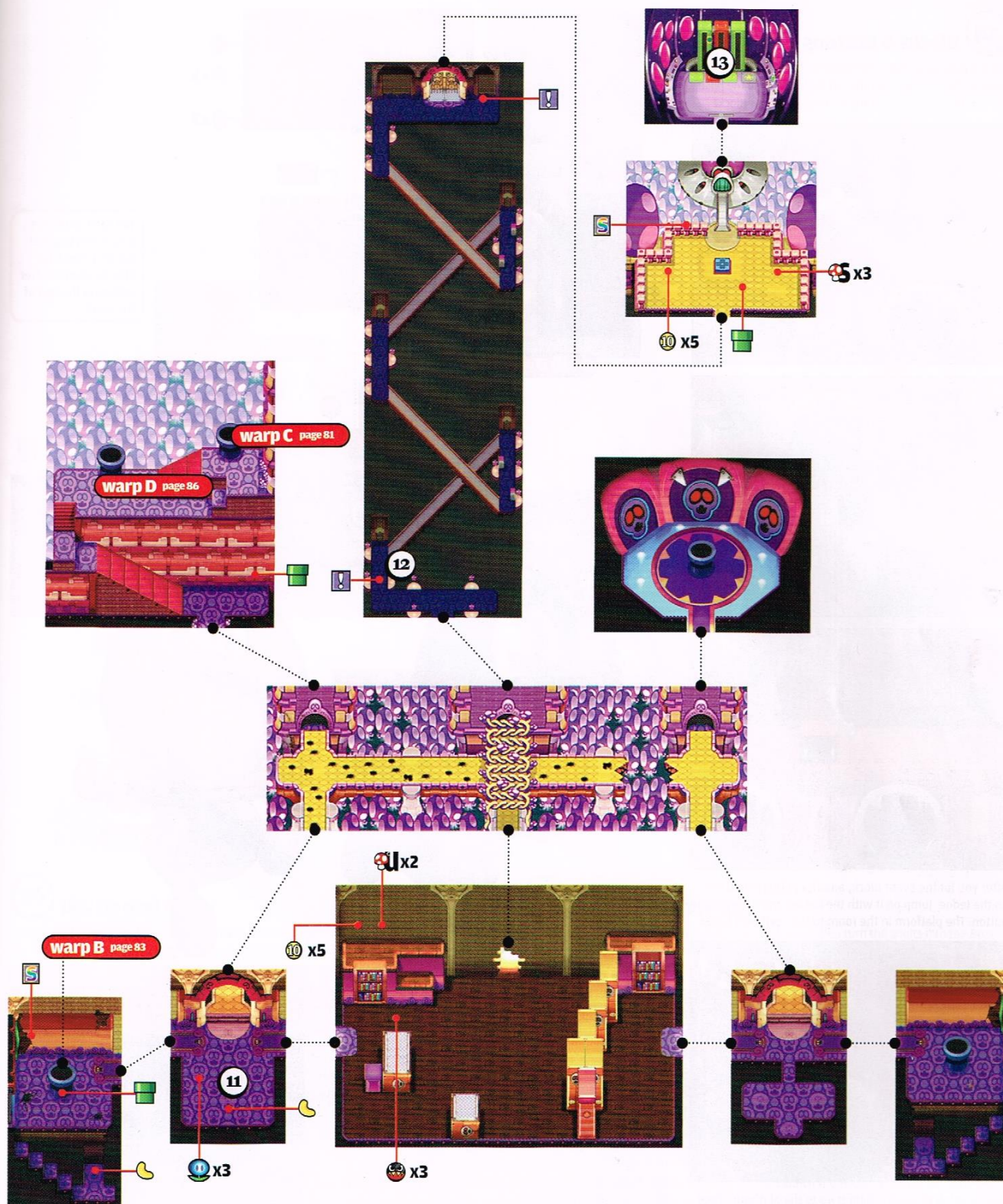


A few pedestals block the way on the right-side landings. Go around them and rush to the top.

13 Shroob-Shootin'

After the quartet enters the UFO, they'll get a chance to shoot down those pesky Shroob spaceships that have been attacking from the air. When Luigi, Baby Luigi and Baby Mario hit the blocks above them, they'll make the UFO rise; when Mario hits his block, the cannon will fire. Line up your ship with the enemy UFOs and shoot them down.





14 Blocks & Buttons

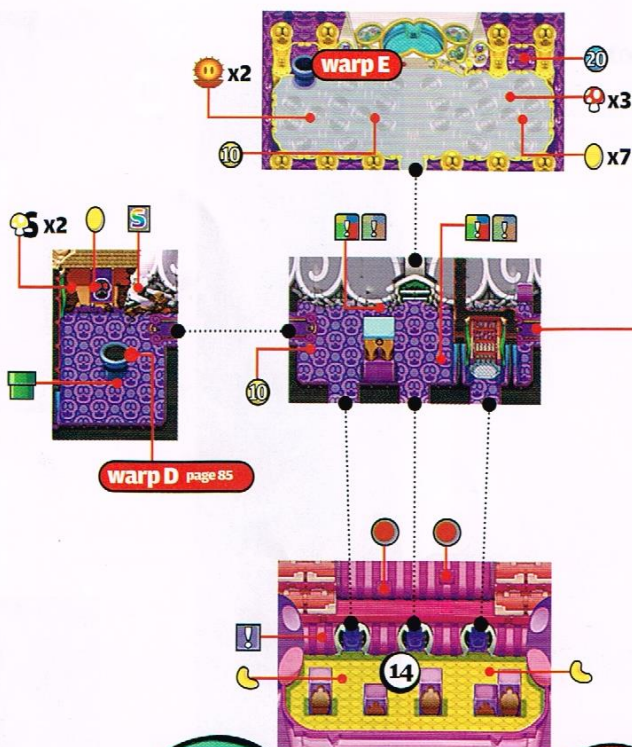
Use the Baby Spin to get the babies up to the northern ledge so they can hammer the red button to raise the pillar. The adults can then spin-jump to reach the Event Block.



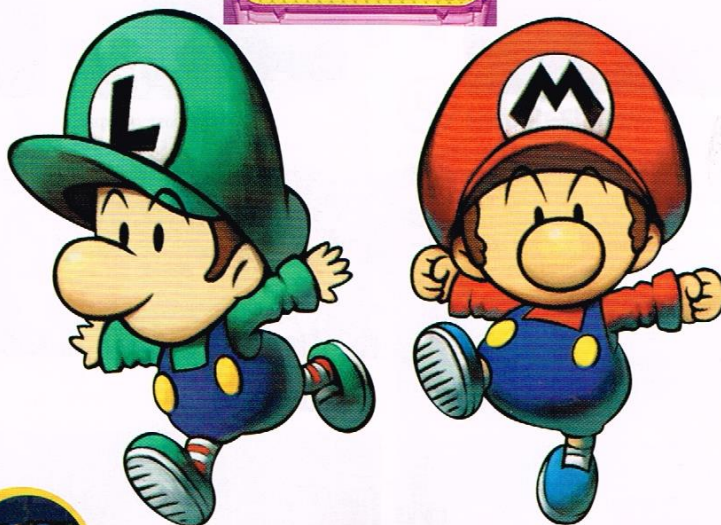
After you hit the Event Block, another platform will rise on the ledge. Jump on it with the babies and hammer the button. The platform in the room to the north will lower.



Head north and toss the babies up to the platform. Place all four characters beneath the Simultaneous Blocks and hit the blocks in sequence to open the door.



You can't enter this area when you first get to it. You'll be able to access it after exploring the rest of the castle.

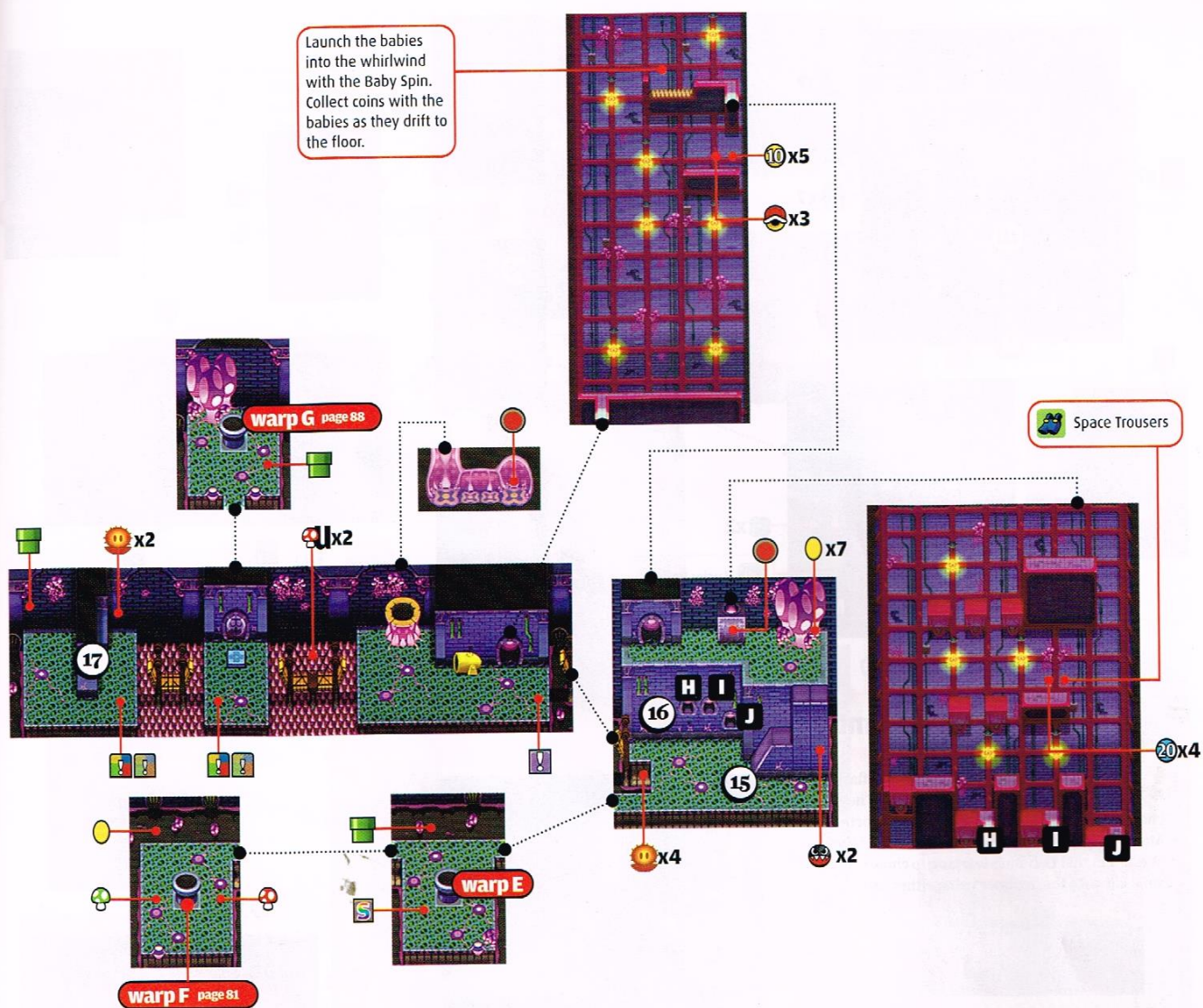


15 Ghoul Guy

HP 112

Like their Boo Guy counterparts, Ghoul Guys split in two before they attack, but only one of them is real—the other is a harmless image. Before a Ghoul Guy strikes, it will point to reveal its victim (the right arm signifies Mario, and the left arm indicates Luigi), so jump with the targeted character. Ghoul Guys can also merge with other enemies to power up their comrades' Strength, Speed and Defense. Powered-up enemies are very dangerous, so eliminate the Ghoul Guys before they get a chance to merge.





16 Up, Up and Away

Squash the babies into Baby Cakes and send them into the hole in the wall at point J. Use the fans to proceed left until the tots reach the leftmost fan. Turn the gear with the adults' spin jump—the babies will be able to ride the current up and right to reach the jump pad.



If you take the babies on a detour to the right when you're halfway up the air column, you can collect some extra coins and the mighty Space Trousers.



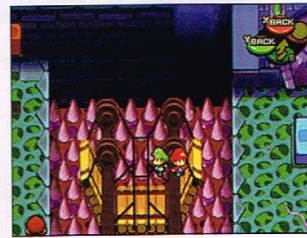
Once the babies have made their way out of the room, they must lower two platforms by hammering the red button. Afterward, the duos can reunite.

17 Spikes Are the Pits

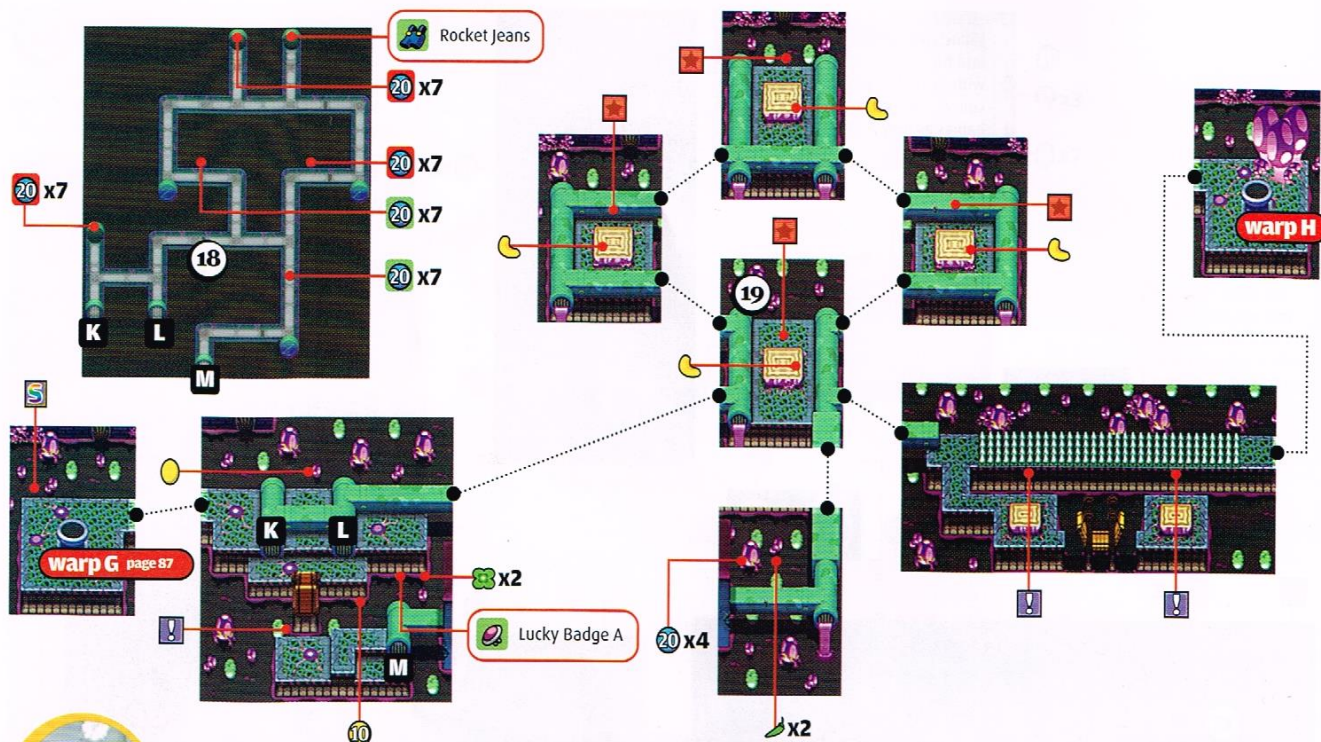
To cross the spiked pits, toss the babies into the stump, then turn the adults into the Bros. Ball and enter the cannon. Using the babies, hammer the red button to launch the adults across the pits.



After the adults launch across the pits, they must hit the Warp Block to reunite with the tots. Try to avoid the enemies until the babies have rejoined you.



Launch the babies over the pit with the Baby Spin, then line up both duos beneath the Simultaneous Blocks. Hit the adults' blocks, then immediately switch to the babies and hit their Simultaneous Blocks to lower the bridges.



18 Lethal Bob-omb

HP 60

Lethal Bob-ombs are always flashing and ready to explode on their enemies. They'll charge forward and then move back and forth between Mario and Luigi before exploding on one of them. While a Lethal Bob-omb is trying to choose its target, smack it with the hammer using either bro.



19 Chomp Challenge

When the brothers try to hit the Event Blocks, a giant Chomp jumps out of the water and eats the second block. The bros will have to hit combinations of four Laser Blocks to blast the Chomp as it appears in the pipes to end its meddling.



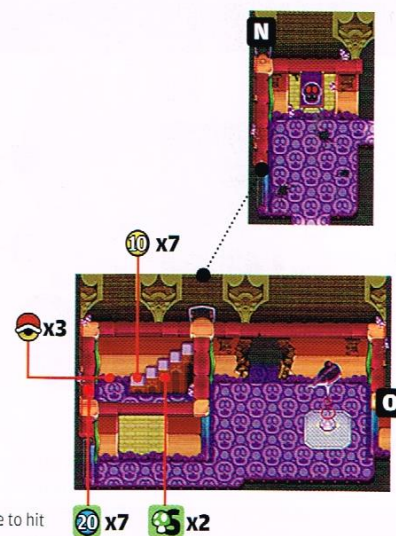
If you hit the top and bottom blocks, the beam will hit the center pipe. To blast the first and fifth pipes, hit the left and right blocks respectively and the bottom block.



The beam will blast the second pipe if you hit the top block and the right block, and the beam will blast the fourth pipe if you hit the top and left blocks.



When the Chomp duplicates itself, only one of them is the real deal. If you miss the first time, aim for the one whose jaws are moving fastest.



Peach's Castle (Past)



20 Rug Rats in the Rafters

When you get back to the first floor, flatten the babies and send them under the wall to the right to find a pair of excellent Rocket Jeans, then reunite them with the adults. Head west to discover a blue force field blocking access to a warp pipe. To deactivate the field, you'll have to separate the duos. Hit the Event Block to reveal a grate on the northern wall.



Use the Baby Drill to burrow under the grate. Hop up the steps in the next room to reach the upper ledge that runs around the perimeter of the rooms on the first floor.



Once the babies are up on the ledge, they can reach new areas of the castle and collect treasure that the older brothers can't get to.

21 Where the Big Boys Play

While playing as the babies, navigate the upper ledge to reach the room in the northwest corner of the first floor. When you see a red button on the wall, you'll know you're in the right place. Either drop off the ledge to get to the button, or go through the hole in the northern wall, down the steps and under the grate.



When you hammer the red button, the red gate will open. Switch control to the adults and guide them to the room where the babies are.



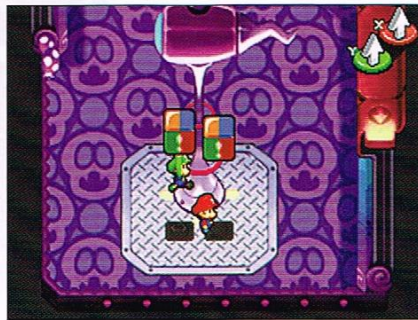
After the big bros reach the room, position them under the Simultaneous Blocks. Take control of the babies again and return to the ledge.

22 Living on the Ledge

Continue to explore the upper ledge with the babies. There are plenty of items and coins to be had. There are also a few enemies. Since the babies are fairly vulnerable on their own, try to jump on the enemies to gain an edge in battle. When you're done exploring, guide the babies to the room in the northeast corner.



As you're navigating the ledge with the tots, you'll occasionally come across boxes that block the path. Whip out Baby Mario's trusty hammer to smash the boxes.



Use the babies to hit the Simultaneous Blocks in the northeast room, then switch to the adults and hit the Simultaneous Blocks in the northwest room.

23 Treasure Hunt

After you take the pipe to the east wing of the second floor, collect the items in the nearby rooms. You'll need all the help you can get in the battles ahead.

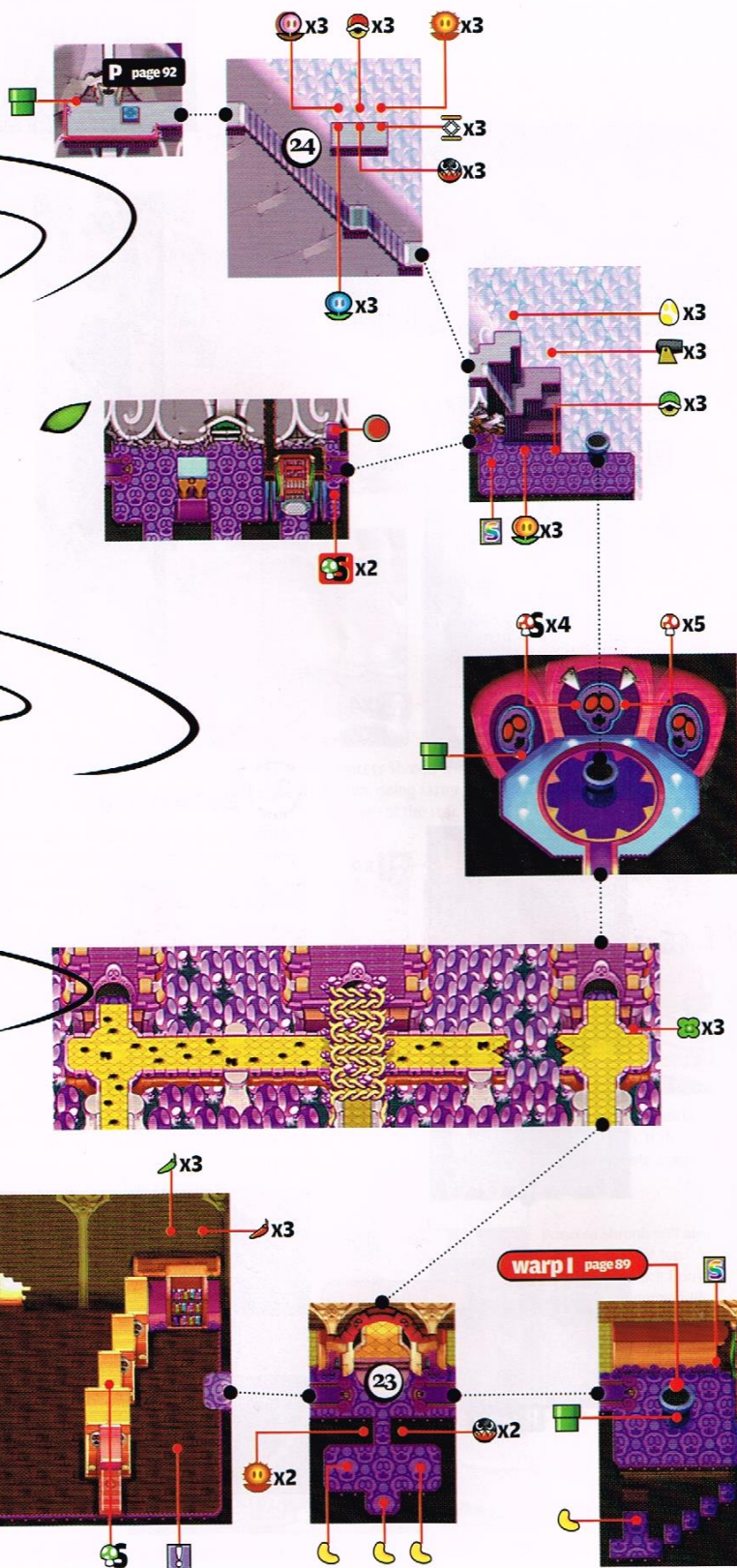


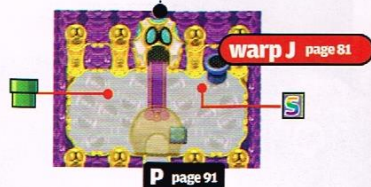
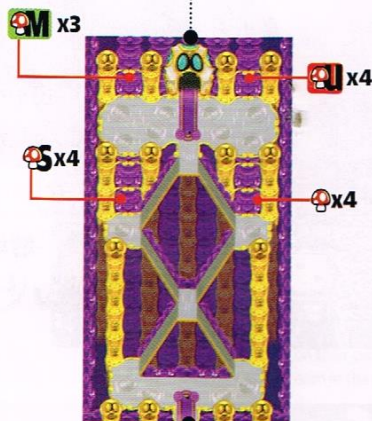
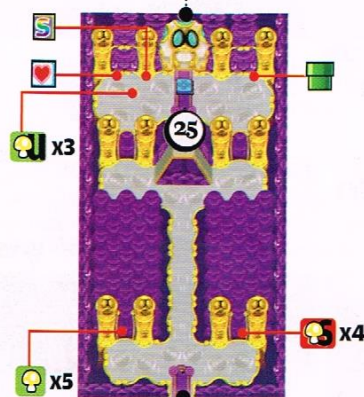
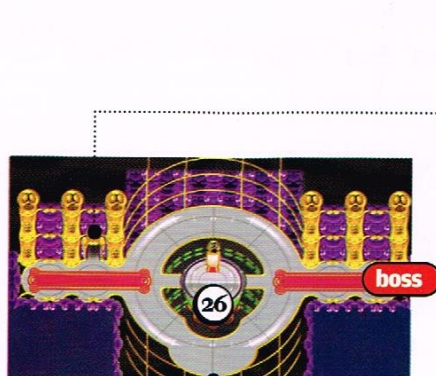
When you enter the library from the east side, you can hit an Event Block to lower the pink bookcase. Stand on the bookcase and use the Baby Spin to reach the items on top of the bookshelves.

24 Baby Boon

As you're climbing the ramp that leads up the enormous Princess Shroob statue, you'll see six Treasure Blocks on a ledge. Use the Baby Spin to reach the items.







25 Be Prepared

The final battle is about to begin! Before you enter the northern door, you should raise your characters' levels to at least 28. Equip the best pants you can find—Shroob Rexes randomly drop 100-Point Pants for the babies, and Shroobsworths randomly drop the fabulous Supreme Slacks for the adults. Make sure you've got a good supply of Mix Flowers, Copy Flowers, Refreshing Herbs and Ultra Mushrooms to aid you in the coming conflicts.

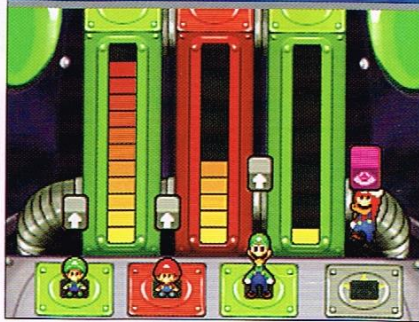
26 Just Peachy

In the head of the statue you'll finally find Princess Peach. Just when she's about to give the brothers some important information, the Shroob Mother Ship opens fire!



27 Flying Fungi

This UFO battle uses the same controls as the first one, but now the enemies fight back. Blast the small UFOs that the Shroob Mother Ship shoots out to make them crash into the mother ship and damage it.



Shooting the mother ship directly won't hurt it. You need to line up your shots so the UFOs crash into the main portion of the mother ship. You must damage the mother ship four times to win.



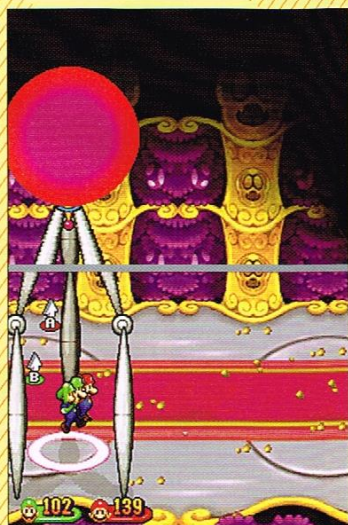


boss Princess Shroob

You're finally face-to-face with the one responsible for capturing Princess Peach and wreaking havoc on the Mushroom Kingdom's past—the evil Princess Shroob! She isn't going down without a fight, however. Her transforming throne is a wicked weapon.



You can't damage Princess Shroob when she surrounds herself with a force field. You'll have to hit the force field several times to deactivate it. Use Copy Flowers to shut it down faster.



Princess Shroob will transform her throne into a giant robot walker and drop energy rings on one of the brothers. As the energy rings fall, jump to avoid being hit.



After Princess Shroob is done firing energy rings, she'll try to smash her walker into whoever she was shooting at. Hit her with your hammer to counterattack. Sometimes she'll pause and laugh as she descends, so you'll need to delay your hammer swing.



The dual laser cannons that emerge from beneath Princess Shroob's throne aim independently of each other. The upper cannon aims for Mario, and the lower one targets Luigi. Jump with the corresponding character when a cannon aims down. If a cannon is aimed up, the blast will pass overhead.



When her force field is down, Princess Shroob will toss a purple star at the Mario Bros. It will circle around the screen, going faster and faster until one of the brothers gets hit or counters by landing on top of the star.



Princess Shroob also has an energy-ball attack at her disposal. When she teleports and appears directly in front of one brother, she'll fire a single shot at him. If she appears in between the bros, she'll fire a wave of energy that could hit both Mario and Luigi. Jump to avoid the attacks.

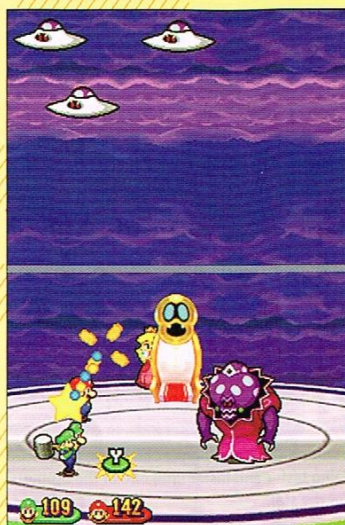


Princess Shroob will also teleport into the top screen and attack from above with energy balls. Hammer the shots back to damage her.

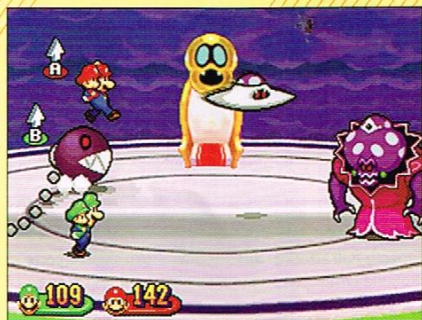


boss Elder Princess Shroob

Even though she's the twin of Princess Shroob, the Elder Princess Shroob is much bigger and tougher than her sister. Most of the elder princess's attacks can cause harmful status effects such as dizziness, so use Refreshing Herbs to cure any afflictions.



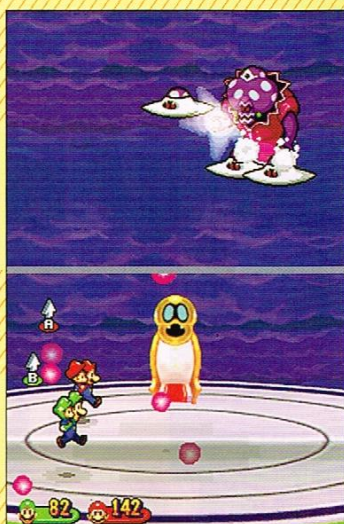
Princess Peach aids the brothers by giving them star energy to fire at the UFOs flying overhead. Hit the X or Y Button as the crosshair is pointing at one of the UFOs to shoot it down and decrease the Elder Princess Shroob's offensive potential. If you aim carefully, you can take out more than one saucer at a time. Sometimes the saucers will drop Bros. Items when they go down. Princess Peach also helps by tossing Mushrooms to the bros if they're in need of HP.



The Elder Princess Shroob will command a UFO to guide a Chain Chomp toward the bros. The Chomp will head for a brother, then circle around and attack one of the brothers from behind. Stomp on the Chain Chomp's head to end the attack.



When the Elder Princess Shroob rushes toward one of the bros, counterattack quickly with the targeted sibling's hammer as she speeds across the screen. The elder princess may pause for a second just before she strikes, in which case you'll want to delay your attack.



When the UFOs lift the Elder Princess Shroob into the air, she'll fire energy bursts at the Mario Bros. Watch her arms to see which brother is her target; when she raises her right arm she's shooting at Mario, and when she raises her left arm she's aiming for Luigi. The elder princess will follow up by flying into the background and shooting energy blasts from a distance. When she's lined up with the top of the throne, her shots will go over the bros' heads, but if she is firing straight at the siblings, they'll have to jump out of the way. After the projectile assault, the Elder Princess Shroob will land on the ground, creating a shockwave. Jump over the attack with both brothers.



When the elder princess approaches one of the bros while carrying a massive purple meteor over her head, repeatedly hammer her with the targeted bro. When you hit her enough times she'll drop the meteor.



When the Elder Princess Shroob calls for healing drinks, you'll know you're wearing her down. Use powerful Bros. Items like Trampolines to ensure that you do more damage per turn than she can heal.



Elder Princess Shroob Transformed

HP 3000

foot tentacle HP 496

arm tentacle HP 248

crown HP 350

After taking 3,000 HP worth of damage, the Elder Princess Shroob transforms into an even bigger, more-powerful form. In her enhanced form, the elder princess has completely different attacks and stronger defenses.



In her transformed state, the Elder Princess Shroob is protected by her crown—you must attack the crown until it turns grey before you can damage the princess. Use the Mix Flower Bros. Item to damage the crown, legs and tentacles simultaneously, or use Copy Flowers to target the crown specifically. After the crown turns grey, turn your attention to the Elder Princess Shroob's head. Mix Flowers, Copy Flowers and Trampolines will inflict the most damage.



The princess attacks her own UFOs so they'll fall and damage the Mario Bros. Pay attention to the order in which she hits the saucers and how they're damaged; if they catch on fire they'll fall toward Mario, but if they're charged with electricity they'll plummet toward Luigi. Hammer them back with the appropriate brother; they'll explode right in the Elder Princess Shroob's face.



Jump to dodge the arm tentacles when they make a sound and sparkle. Watch carefully—you'll have only an instant to leap out of the way.



Hammer the arm tentacles as they move slowly forward and try to grab the bros. You'll have to fend them off repeatedly.



Jump over or on top of the clouds of noxious purple gas as they emerge from the Elder Princess Shroob's gaping maw. She'll send out multiple clouds in a row.



If the Elder Princess Shroob's leg tentacles are functional, she'll spin them along the ground. Hop over them with one brother then the other as they rotate.



When a large energy ball appears on the upper screen, watch the red and green bursts that fly into it. The color that the ball absorbs most indicates who the energy ball is going to fall on. When you hammer the ball back with the targeted bro, it will bounce into the air and come down on the other sibling. When you hammer it away again, it will hit the elder princess.



28 Heroic Homecoming

With the Shroobs defeated and the Mushroom Kingdom of the past restored to normal, Mario, Luigi, the babies and Princess Peach return to the present day and receive a hero's welcome. After the kingdom's citizens thank you, head north to the throne room, where you'll find that Bowser is still lying around after being blasted out of Thwomp Volcano.



boss Shrowser

The spirit of the Elder Shroob Princess has magnified Bowser's strength! For this battle, the Mario Bros. will be on defense only—no attacking, no healing. They must dodge and counter Shrowser's attacks to be victorious.



Watch the defense icons in the upper-left corner of the bottom screen to help identify Shrowser's attacks. When the jump icons appear, Shrowser will shoot fireballs straight at the bros. Jump over the fireballs—they will circle around and hit the image of the Elder Shroob Princess, depleting Shrowser's energy.



If a glowing orb appears over Shrowser's face, he's going to shoot out a fireball that the brothers must hammer back. When you counter the fireball, it will bounce off of Shrowser and blast the Shroob's image.



When the hammer icons appear in the upper-left corner and Shrowser starts inhaling for a fireball attack, he's going to launch several fireballs into the air. Watch the shadows as the fireballs ascend—you'll be able to see which ones are pointed at Mario and which ones are pointed at Luigi. Keep track of the order of the fireballs and hammer them back at Shrowser. When you avoid Shrowser's attacks, they'll reflect back and cause the health bar at the top of the upper screen to deplete. When it's emptied, Shrowser will be defeated. Congratulations! You've saved the Mushroom Kingdom!

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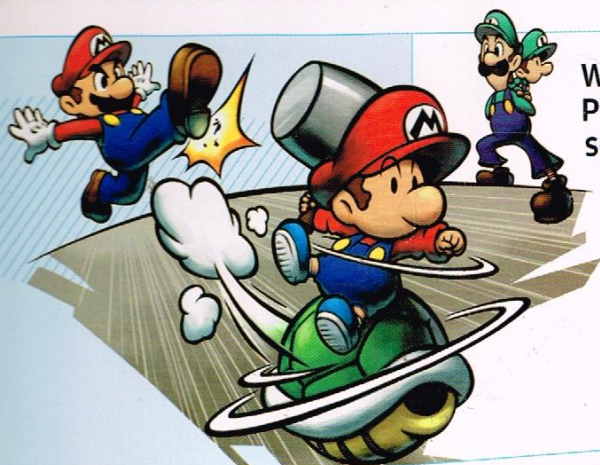
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